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APRIL



GAME TRADE MAGAZINE

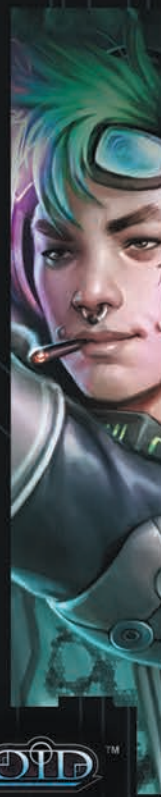
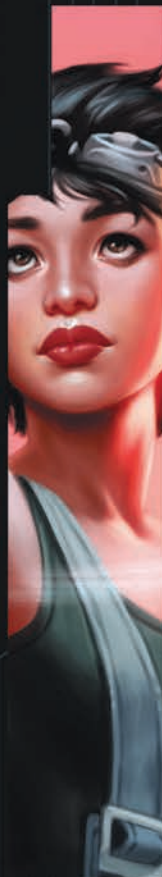
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ANDROID™

[MAINFRAME]



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- MARVEL'S MERRY MUTANTS LEAP INTO THE FRAY IN WIZKIDS' *MARVEL HEROCLIX: THE UNCANNY X-MEN!*
- PREPARE FOR A CAT-TASTROPHY WITH STEVE JACKSON'S *SIMON'S CAT CARD GAME!*



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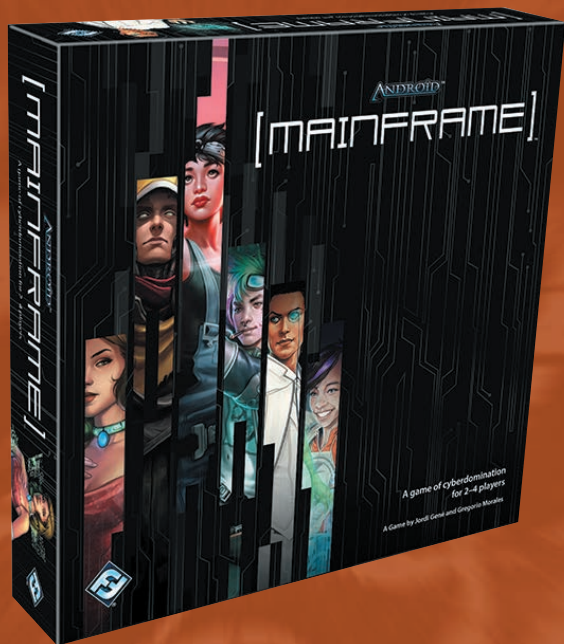
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COVER STORY

Android: Mainframe

By Fantasy Flight Games



Run Fast, Score Big! Hack your way to the top of the heap in *Android: Mainframe*, Fantasy Flight's fast-paced game of futuristic crime and cyberdomination.

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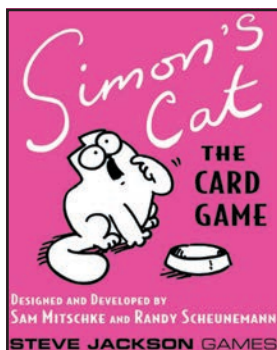
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First Saga of Hanzo is the first league kit for Ninja All-Stars. Ninja All-Stars is built upon a foundation of community and league play, where ninja earn experience during play in order to gain new abilities and combat aptitudes between games. First Saga of Hanzo provides retailers and Ninja Corps volunteers with a six week league featuring a narrative following the ronin Hanzo as he discovers the history of Clan Ika and Tora, while searching for an elusive swordmaster.

First Saga of Hanzo features six unique story-based challenges providing players with a fun reason meet weekly in their favorite retail shop to play battles recreating historical events from Ninja All-Stars. Included with First Saga of Hanzo are 16 exclusive alternate Hanzo cards,



Ninja Practice is a comprehensive demo kit designed for retailers and Ninja Corps volunteers to introduce new players to **Ninja All-Stars** and encourage sales. **Ninja Practice** features a full-color poster playmat which includes a play space and fully guided demo. Nine fully-assembled Ninja All-Stars models, six custom elemental dice, and a mini-token sheet allow both retailers and players to see the quality components which make up the Ninja All-Stars experience. Exclusive Void Shrine art cards are included as free giveaways for players who participate in the demo.



WWW.NINJADIVISION.COM



FOREword

Jam-packed! Bursting at the Seams! Filled to the Brim! No matter how you exclaim it, there's no denying that this April edition of GTM is (literally) overflowing with gobs of insightful, informative articles, rave reviews, plentiful product, and a copious assortment of gaming goodness. So much, in fact, we've barely enough room to cram in this bit o' blurbage. So, let's get to it!

From stem to stern, our Cover Story challenges you to hack your way into *Android: Mainframe*, Fantasy Flight's fast-paced game of futuristic crime and cyberdomination. Bring the fight for mutantkind to the forefront with *The Uncanny X-Men* expansion for WizKids' *Marvel HeroClix*. Step into the paws of a crafty kitty and experience the wacky antics of *Simon's Cat*, Steve Jackson's card game adaptation of cartoonist Simon Tofield's insanely viral YouTube series. And, take the Heroes in a Half-Shell out of the sewers and onto the mean streets of NYC to do battle against the villainous Shredder and the deadly forces of the Foot Clan in IDW Games' *Teenage Mutant Ninja Turtles: Shadows of the Past* board game. ("Cowabunga, Dude!")

On the designing home front, GTM #194 shines the spotlight on Marsha Falco, the brilliant mind behind Set Enterprises' award-winning line of fun, family-friendly games, as well as the creative evolution of AEG's *Guildhall Fantasy*, Design Mechanism's *Mythras*, Fireside's *Dastardly Dirigibles*, Mayfair's 2016 revitalization of *Agricola*, North Star's *Happy Salmon*, and Warhammer 40,000 lead line developer Andy Chambers' *Dark Deeds*. Plus, our gaggle of gaming gurus extol the virtues of adding AEG's *Flock*, Fantasy Flight's *Fury of Dracula (3rd Edition)*, Mayfair's *Elk Fest*, Plaid Hat's *Tail Feathers*, and Z-Man's *Camel Up: Supercup* to your gamer gatherings.

And, a robust shout-out to our latest, regular contributor, industry veteran and game designer Jon Leitheusser, who's on board the GTM Express to offer up handy *Tricks of the Game Trade*.

Phew! Now, all that's fit to print is...Game On!

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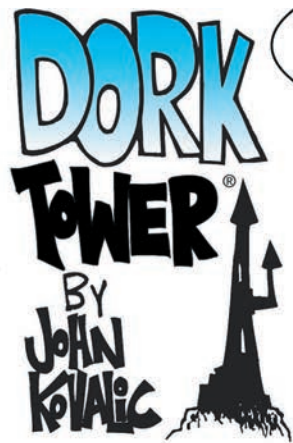
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WOOO-HOOO! "BLÜD RAVE" IS FINALLY IN! THE GAME OF VIKING CONQUEST AND MAYHEM!

HUZZAH! IT MUST BE MINE

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SOME I HAVEN'T EVEN OPENED.

I COULD WAIT TO BUY THIS UNTIL I ACTUALLY HAVE TIME TO PLAY IT. OR IT COULD GO ON SALE. I'D SAVE MY MONEY, WHICH WOULD EARN INTEREST IN THE BANK, IN THE MEANTIME.

AT LEAST I FINALLY UNDERSTAND WHY YOU'RE TERRIBLE AT RESOURCE ALLOCATION GAMES...

RESOURCE ALLOCATION GAMES I'M FINE WITH. IT'S GAMES STORES THAT ARE THE PROBLEM...

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ANDROID

[MAINFRAME]

TM

Android: Mainframe

AD02 | \$34.95 | Available 2nd Quarter 2016



::The mainframe at Titan Transnational Bank has been isolated. Its security protocols have been deactivated and the sysops shut out. You have 23 seconds to use a Sneakdoor before the security comes back online. Grab what you can. %@Naga8946::

Run fast. Score big. *Android: Mainframe* is a fast-paced game of futuristic crime and cyberdomination for two to four players.

You are a runner, an elite cybercriminal capable of hacking through corporate servers with ease. When you receive an alert that the security protocols at Titan Transnational Bank have been deactivated, you know it's time to go to work. However, you quickly realize you're not the only runner to have received the alert, and you're not the only runner looking to extract cash and data from Titan's servers...

It's one thing to slice and weave through corporate security. It's another thing entirely to outhack rival runners. Can you do it? In *Android: Mainframe*, you and your friends compete for control of Titan's various nodes. Establish your access points, reroute data pathways, and secure as many of Titan's nodes as you can. In the end, the runner with the biggest haul wins!

Secure the Data

At the beginning of *Android: Mainframe*, you and your rivals mark your arrival at the Titan mainframe by placing your first access points. Then, each turn, you get to take a single action: you can establish another access point, execute a program, or pass. Your goal is to use the programs at your disposal to secure your access points so that they control as many of Titan's vulnerable accounts as possible.

- When you establish an access point, you add one of your character's tokens to the game board, placing it faceup on an unsecured node.
- When you execute a program, you can choose any of the four generic programs in the program suite, or you can execute one of the three signature programs with which you start the game.
- If you choose to pass, play proceeds immediately to the next player. If all players need or choose to pass, the game ends, and you and your opponents score your runs.



Most of the generic programs in the program deck allow you to place a specific number of partitions in a specific shape. You can rotate the shape, but you cannot mirror it. Nor can you place the partitions if you cannot place the whole arrangement. If you can place your partitions so that they enclose your access point — and only your access points — you secure that section of Titan's mainframe, and it becomes immune to your opponents' manipulations.

Runner Versus Runner

Titan's defenses may be down, but that doesn't mean your run will be easy. After all, you're not the only runner in the mainframe, and programs do more than simply allow the creation of pathways of different shapes. They also allow you and your opponents to disrupt each other's strategies. You'll establish an access point; your opponent might move it. Another runner might lay down a line of partitions, seeking to secure her access point; you might delete two of those partitions.

In the end, trying to outhack your fellow runners may prove to be trickier than hacking through Titan's defenses. To assert your dominance, you'll need to think further ahead. You'll need to envision the possible plays and keep your strategy fluid. You can't let one or two disruptions break you, and you'll need to be ready to pounce when the moment's right. Above all, you'll need to capitalize upon the unique abilities of your signature programs.

When you assume the role of a runner in *Android: Mainframe*, you don't become some no-name, ordinary runner; you assume the identity of one of six of the Android universe's most notorious cybercriminals. They run the gamut from a precocious teen wunderkind, to a calculating information broker, to a bioroid whose core directives have somehow been compromised and is, as a result, compelled to hack.

Each of these different runners comes with five highly thematic programs that are unique to him or her alone. These are also more impactful than the generic programs you'll see flowing

through the program stack, and the different ways that these unique programs can alter the game are almost startling in their diversity.

They can allow you to place extra access points, erase your opponents' access points, replicate the programs that your opponents use, and even take multiple actions in a single turn. No matter your identity, your signature programs are important tools, and they lead to dramatically different play experiences as you swap runner identities from game to game.

Cyberdomination for Everybody

Titan's accounts stand unsecured. You have only twenty-three seconds, but a lot can happen in twenty-three seconds. Can you hack your way to the top of the heap? Prove yourself the best of the best in *Android: Mainframe*!

...



HEROCLIX THE UNCANNY X-MEN

MARVEL HEROCLIX: UNCANNY X-MEN BOOSTER BRICK

WZK 72364 \$129.90 |

Available May 2016!

The latest in WizKids' *HeroClix* line arrives in game shops this May — *Marvel HeroClix: Uncanny X-Men*! The *Uncanny X-Men HeroClix* set is introduced in 5-figure booster packs, a Fast Forces pack, a Release Day Organized Play (OP) Kit, and an X-Men-themed *HeroClix* Dice & Token Pack. This new series features both classic X-Men heroes and villains, along with an all-new accessory — "ClixFX Bases" — to bring a whole new visual aspect to the game.

Focusing on a wide variety of characters from the X-Men's past, present, and future including classic X-Men, along with members of the All-New X-Men, the Marauders, and Freedom Force, *Uncanny X-Men* consists of 70 new figures, with 16 common, 16 uncommon, 16 rare, 12 super-rare, and six chase figures, all available in Booster Brick packaging.

As with previous *HeroClix* releases, WizKids will make available separately an *Uncanny X-Men Fast Forces* pack [MSRP \$16.99] featuring the All-New X-Men and X-23. This six-figure set

includes a ClixFX base and comes with everything players need to leap right into the mutant action. Beginners and veteran players alike will be able to build a team in minutes!

To celebrate the release, the *Uncanny X-Men Release Day OP Kit* includes an exclusive figure and maps, and will be available to retailers to use as prize support for in-store play.



Last, but not least, the themed accessory Dice & Token Pack offers a pair of custom dice with the X-Men logo and six action tokens for use with the game for just \$9.99 USD.

CLIX FX

WIZKIDS CLIXFX BASE ACCESSORY KIT

WZK 72466 \$12.99 |

Available May 2016!

Launching alongside the *Marvel HeroClix: Uncanny X-Men* expansion is a great, new accessory: the ClixFX Base. These bases are a visual (and physical) way of showcasing various in-game effects on characters. ClixFX Bases are flat, plastic disks that fit beneath single-base figures — they support a

sculpted visual effect that can be seen above the base for roughly one-third of the circumference of the base. This allows the ClixFX Bases to be used under larger figures, as well as allowing multiple ClixFX Bases (up to three) to be stacked under a single base.



ClixFX Bases can be used to show when a character suffers from the effects of various elements and powers, including:

- Fire
- Ice Blocks/Wall
- Wind/Speed
- Water
- Smoke
- Web/Net

The new bases make it easier to show what characters have been affected by special attacks and strikes. They are a fun upgrade to the "old method" of using a coin or other marker to show, for example, when X-23's slash attack has been used against a foe. And since ClixFX Bases can be stacked, players will quickly discern when they've been hit with a mix of attacks — anyone care to find a way out of being webbed, flamed, and frozen?



Anticipate the *Marvel HeroClix: Uncanny X-Men* set and the brand-new ClixFX Accessory pack to fly onto, and off of the shelves this coming May!

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TEENAGE MUTANT NINJA TURTLES

SHADOWS OF THE PAST

Teenage Mutant Ninja Turtles: Shadows of the Past is a miniatures-based, combat-driven, sewer crawler (I'm inventing the term) from IDW Games. Years in the making, and overseen by game designer Kevin Wilson and TMNT co-creator Kevin Eastman, this is the experience *Teenage Mutant Ninja Turtles* fans have been waiting decades for. As one of them, I can confirm that statement.

The game is a one vs. many, scenario-based experience that follows closely with the story of IDW's comic universe, which is now past issue 50 and one of the highest-rated and longest running ongoing comics currently in the market. Players get to play as either one of the Teenage Mutant Ninja Turtles or take command of the villains, including Shredder, the Foot Clan, and the IDW-created fan-favorite, Old Hob.

This game wouldn't exist without designer Kevin Wilson's non-stop enthusiasm for acquiring the *Teenage Mutant Ninja Turtles* license. From the first game we worked on together, he has been telling everyone on our team that if we could just get him the license, he would get us a truly special game. It was great to have a designer so committed to an idea, and his fervor made us keep asking until we got the deal with Viacom signed!

Teenage Mutant Ninja Turtles: Shadows of the Past is quick to set-up and break down. Only two map tiles (and various terrain tiles to augment the environment) are needed to run any scenario, so you can be up and running in roughly 5-minutes. Each scenario will be part of a three or four story arc mini-comic, and the only information players will need to track between sessions is who won the last arc. In those ways, Wilson has streamlined the campaign experience, making it much easier to enter and exit. As someone who's abandoned a fair number of paladins and rangers in half-explored dungeons over the years, I truly appreciate this fresh approach to the genre.

The gameplay is where the *Teenage Mutant Ninja Turtles* theme truly shines. Wilson has created an innovative dice-sharing mechanic that keeps players engaged and really communicates that the Turtles aren't just a team, they're *family*. They're a ninja clan that was raised training together. More than any other group out there, they fight as a unit.

Each round begins with the hero team collectively rolling their dice at once. Typically that will mean a roll of three custom dice, unless you're Raphael the loner who wields an impressive six dice! Once this is done, players will align their dice in a row in front of them, in an obvious "Left - Center - Right" formation that can be seen by all.

This is important, because once Hero players begin their turns, they will have access to not just the three dice they've rolled, but the two dice closest to them on either side. So if Donatello wants to help

Michelangelo shore up his otherwise subpar defensive roll, he can do so by placing a Shell icon near Mikey, so it's available on his turn. Or Leo, knowing that Michelangelo is going for a big strike this round, can lend a hand with his special double Katana die. Much like he's portrayed in the different TMNT universes, Raphael is a bit of a loner, so he won't borrow dice from other players, but he does still offer the other turtles assistance.

Once combat begins, play alternates between the Hero players and the Villain player, turn for turn. Meaning, the Villain player will be actively involved in the fight the entire time and not slowing the game down with a massive movement phase at the end of each round. Hero players do not have to take their turns in pre-determined order and can instead choose which Turtle activates depending on who's needed. They do, however, need to take a turn each round, and no Turtle may take a second turn before another player has activated during the round. This bouncy, back-and-forth keeps all the players at the table engaged, as the results of any turn could alter team strategy on the fly, forcing the Turtles to reassess and activate in a different order than they may have planned.

Play for the Villain player is card-based. Each turn, they'll play two cards from their hand in order to activate units on the board and execute special abilities. Villain units operate off a multi-deck structure, and at the beginning of each scenario, the Villain player will create a 25-card deck based off which units and unit decks are available to them. To prevent meta-gaming or stifling the Villain player into a situation where they have no choices, Wilson added a few mechanics that allow the deck to be re-shuffled or units to be activated "In Desperation," thus preventing Hero players from attempting to count the deck or otherwise spoil the thematic fun of the game.

This first box set takes place entirely in New York City, but we intend to take the Turtles to all sorts of interesting places (and, hopefully, *times* as well), so once the streets, sewers, and rooftops of New York City are cleared, look forward to Dimension X, Burnow Island, and beyond. Having been

a Turtles fan for more than 20 years, I hope to be playing and teaching this game for decades to come.

And when we do play the game at conventions this summer, I call Leonardo.

...



Nate Murray is the Game Development Manager for IDW Games. TMNT FAQ • Favorite Turtle – Leonardo • Favorite Villain – Old Hob Favorite Pizza – Jalapeno, Bacon, Pineapple • TMNT Fan since – Seeing the first film at the drive-in with my dad in 1990

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New from Looney Labs in 2016!

DASTARDLY DIRIGIBLES™

The Steampunk Airship Building Game

Dastardly Dirigibles is the newest card game from Fireside Games. It features beautiful steampunk artwork on Tarot-size cards and simultaneous play, but how did this contraption come to be?



Back in 2011 I challenged myself to create a unique game that uses classic card game mechanics in a brand new way. I began with the idea of players creating steampunk airships out of cards and was obsessed with the thought of dividing cool leather and brass airships as if they were reels in a slot machine, combining them in different ways.

The cards were nailed down early with the deck built out of several different airships and a few Special cards. Each airship has a completely different aesthetic and is identified by different suits, such as a Top Hat, Gear, or Goggles. All the airships are divided into the same 7 pieces, such as the Nose Cone, Lift Engine, and Tail. The suits and pieces are similar to the way a traditional deck of cards is distributed, a familiar element I wanted to include. The Special cards broke away from that familiarity by letting players steal cards from each other or interfere in their airship building efforts.



The gameplay functions similar to the way sets and runs are played in rummy games. Players have a hand of airship cards and play those cards faceup in front of them, each building their own airship. The original goal was to be the first player to complete your own airship by playing all 7 pieces in front of you, completing the set as it were.



Dastardly Dirigibles

FSD 2003.....\$19.95

Available July 2016!

The next innovation was the inclusion of simultaneous play, in which players could “piggyback” on each other’s turns. Whenever one player added a card to their airship, all players could immediately add cards of that same suit to their own airship. It was fun but needed more work, and at this point I had to put this project aside for a few years while we finished developing other games.

In January of 2015 I dusted off my prototype and quickly ended up with the final version that we have today. The distribution of cards changed dramatically and so did the number and effects of the Special cards, but the biggest change was to how cards are played and scored.

Now whenever a player adds a part to their airship, they announce it by name and all other players **MUST** play the same type of part to their airship if they have it in their hand. In other words, if I were to play a Nose Cone, everyone else at the table would have to play a Nose Cone as well. Because players score only the suit used most in their airships at the end of the round, you could be forced to replace a scoring piece with one that won’t help at all. On the other hand, if you plan carefully, you might be able to add scoring parts to your airship when it’s not even your turn!



The end of the round is triggered when any player completes their airship. All airships are then scored, even incomplete ones by the suit used most in their construction.

Throw in some well-timed Special cards, and you can be truly “dastardly” in your engineering. The game ends after 3 rounds, with the highest scoring player as the winner.

This mix of familiar ideas (cards arranged by suits and completing sets) with new gameplay (everyone playing at the same time and only scoring part of the set) gives *Dastardly Dirigibles* an approachable but refreshingly new feel. It makes it a great gateway game that’s easy to teach new gamers while having enough twists and challenges to keep experienced gamers coming back for more!

Justin De Witt is the Chief Creative Officer and co-owner of Fireside Games with his wife and CEO, Anne-Marie De Witt. His previous designs include Castle Panic, The Wizard’s Tower, and Dead Panic.

THE LORD OF THE RINGS™

THE CARD GAME



DREAM-CHASER CYCLE

The secret strength of The Lord of the Rings: The Card Game is that it's more than one game. Every new scenario permits the seamless exploration of new mechanics and play experiences, all while challenging you and your heroes to confront the various evils within Middle-earth. These themes of exploration reach all-new heights with the Adventure Packs of the Dream-chaser cycle. With their unique and innovative takes on the game's classic challenges, the Dream-chaser cycle's scenarios are bound to become fan-favorites!

To play the scenarios in the Dream-chaser cycle, you will also need one copy each of the Core Set and The Grey Havens expansion.

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THE THING IN THE DEPTHS
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MEC50 | \$14.95

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MEC51 | \$14.95

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Future Packs Coming Soon!

Guildhall Fantasy

GUILDHALL FANTASY: FELLOWSHIP

AEG 5851 \$27.99 | Available June 2016!

Every armchair adventurer is always looking for a new adventure. AEG is eager to oblige them, providing a unique fantasy adventure experience with their June release of *Guildhall Fantasy*. In this reimagining of AEG's hit game *Guildhall*, 2-4 players compete to be the first to acquire 20 victory points by putting together a party of adventurers. Each card is an adventurer, played in a chapter with other members of their class. Each class has its own unique

ability when played, the strength of which is determined by the number of cards already in the chapter, and when the chapter reaches its maximum size it can be used to purchase victory points. But be careful: once you complete a chapter, you lose its ability, and other players may try to use their own powerful abilities to poach your cards!

Guildhall Fantasy is a reboot of the award-winning *Guildhall: Old World Economy*, which took home honors for "Best International Game" at the Boardgame Australia Awards in 2013. *Old World Economy* and its sequel, *Job Faire*, were both critically acclaimed games — *Old World Economy* was also nominated for the Golden Geek "Best Card Game" and, perhaps most

GUILDHALL FANTASY: ALLIANCE

TBD \$27.99 | Available July 2016!



notably, was recommended for the *Kenner Spiel des Jahres* in 2014. *Guildhall* impressed reviewers and players alike, drawing them in with its simple rules, enjoyable gameplay, and complex strategy — with just enough "Take That!" to keep everyone on their toes.

So, why reboot an already fantastic game like *Guildhall*? *Guildhall Fantasy* takes the existing game and tosses in a few new twists — most notably the more exciting theme: old-fashioned fantasy adventure! It also provides an entirely new look to go along with the new theme. The box, cards, and rulebook have a look to them of heavy cast-iron, complete with rivets and rust — almost as though the cards themselves are the armor worn by the characters. The characters, in a variety of classes from traditional roles such as Fighter and Rogue to imaginative characters like Artificer and Psionist, have unique and creative appearances, each based around a single symbol or totem for each class. These totems define the characters, emblazoned on their weapons and gear, and at times even seared into their skin. There is also the inconspicuous but powerful figure of the Game Master following you throughout. He is the one to dole out victory points, stamped like currency with his image, and his presence in the rulebook will guide you through every set of cards, every variant of the rules, and every new release in the line — including teaching you how to play the massive and exciting "Mega Saga".

In addition to these visual changes, *Guildhall Fantasy* also comes in a smaller box than its predecessors. This carries three major benefits: firstly, the new box is much more compact than the old box, making it easier to transport from game table to game table. Secondly, there's less empty space in the box, which means that you



get more bang for your shelf space in terms of the game contents. Finally, and most importantly, it means a drop in price: *Guildhall Fantasy* will only cost you \$27.99.

Also, unlike the original releases, *Guildhall Fantasy* provides an emphasis on customization. One of the most essential aspects of any game is its replay value, and *Guildhall Fantasy* provides a unique experience in that regard. While the first release, *Guildhall Fantasy: Fellowship*, is a complete game in and of itself and provides a myriad of different potential winning strategies, AEG is also pushing an aggressive release schedule: *Guildhall Fantasy: Alliance* releases in July and *Guildhall Fantasy: Coalition* in August. The more of the game you have, the better it will be — not only can you recreate the sets from *Old World Economy* and *Job Faire* once you have all three, but you can also mix and match all of the classes to build custom decks. The rulebook provides guidelines on how to create balanced games and interesting new wrinkles, such as focusing almost entirely on offensive classes or manipulating the discard pile — but players are

But, there's even more than that — having all three sets also allows you to play the "Mega Saga" variant of the game, putting every card from all three games into a single deck. The Mega Saga rules are streamlined and tight, keeping the game from becoming clunky or too crowded with all the cards, allowing you to have more diverse classes and abilities without forcing yourself into a game that could last for hours or that has more going on than you can reasonably keep track of. Each class in the game has a Master Class as well — meaning

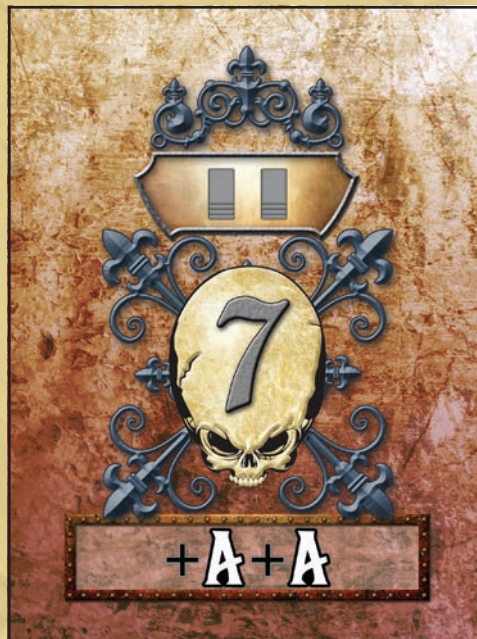
that in Mega Saga, you can put different classes into the same chapter. Since a class' ability gets more powerful the larger the chapter is, this diversity allows the player to maximize every class ability to its fullest potential.

The aggressive release schedule for this game allows for players to grab a copy of each set over the course of the summer and complete their collection. The expansive ability to customize and create an entirely new game experience every play gives *Guildhall Fantasy* a kind of replay value that most set-collection games can only dream of. The strategy created by the original games and alternate sets of classes is deep and complex, changing as the cards change, but still simple enough that a non-gamer could pick up the game and immediately start having fun. And while the smaller box for the three sets is a selling point in and of itself, AEG also plans to release a *Guildhall Fantasy Box of Holding* to allow players to combine all three sets into a single box for easier storage and transportation.

So, whether players are playing with the original groups of classes, their own unique lineups, or all of them in the massive Mega Saga, *Guildhall Fantasy* provides them with a creative, unique, and wildly fun game that they can enjoy again and again.



also encouraged to experiment on their own, throwing together their favorite classes and abilities to see what happens. This enhanced level of customization is something that the original *Guildhall* games never had, and it offers the ability to create an entirely different experience every time you play the game.



original groups of classes, their own unique lineups, or all of them in the massive Mega Saga, *Guildhall Fantasy* provides them with a creative, unique, and wildly fun game that they can enjoy again and again.

Erik Yarle is a game industry veteran of 23 years. He is the baddest man in gaming. He is bringing you *Guildhall Fantasy*.



Simon's Cat into a Card Game



by Randy Scheunemann



Meow.

The design and development of the *Simon's Cat Card Game* was true to its namesake: a loveable, sleek creature that makes constant messes and sometimes shows its claws. Samuel Mitschke and I argued more on this design than usual; it brought out our passion for design and development, and it can be fun arguing (knowing the end game will be better for the debate).

From the start, Sam and I wanted something light and fun, easy to pick up without a bunch of components or quirky rules. A game a family could sit down and play together, regardless of the age range. There were a lot of great ideas tossed around but eventually abandoned for something more viable. The ideas weren't wrong; they just didn't fit *Simon's Cat*.

While working on the initial design, time for game play was in short supply. Our office experienced a wet mess (caused by a broken water pipe, not cats), which unfortunately divided our time and energy and shifted our focus to survival rather than the joy of design. I was hard at work getting the building back in shape while Sam, along with most of the staff, was keeping the necessary game production pieces moving at an off-site location.

Despite all of the chaos, we spent afternoons and weekends repeatedly watching *Simon's Cat* videos, laughing, designing, and well, arguing, until the perfect concept found us: A trick avoidance game. We wondered, "How could these creatures do so much damage without Simon losing his mind?" One of two things had to be true: Simon was either forgiving beyond the level of sainthood, or he just couldn't figure out who was really at fault. Would a trick taking game work? Yes!

The game boils down to one thing: you don't want to get caught, which means that you don't want to take tricks because tricks represent blame for the messes that you and the other players, as cats, are making in the house. If you take the most tricks in the round, you are blamed for that particular mess. Get blamed too many times, and Simon will be angry with you. The play is fast, simple, and thematically perfect.

At this point, the reception amongst Steve Jackson Games staff was overwhelmingly positive. Everyone was eager to try the newest iteration of the game, and we were able to tweak the play experience frequently to increase the positive responses and eliminate the negative feedback.

There is always a fear that even though we love a new game design, the outside world might not be as enthusiastic. During the grand reopening of our offices, we showed an early version of the *Simon's Cat Card Game* to our guests: dozens of game store owners and employees. I like to show things to new audiences, but it makes me both eager and nervous at the same time. Teaching a game to someone new offers a chance to find that piece of feedback that might make the game even better. It is also the time when your best ideas can find their biggest critics. Thankfully, the retailers were engaged and excited about the game. Two folks from a store in Houston even stayed late with us, enjoying one play-through after another. We love to get that kind of response! If the wonderful folks selling the game enjoy a title and are invested in it, then that goes a long way toward pulling in the fans.

Once we had the gameplay nailed down, it was time to design the packaging. We settled on a bright pink box that both grabs your attention and highlights the art of Simon Tofield. The packaging prototype we displayed at PAX South worked wonderfully! There are a good number of people who pick up the box and comment on the *Simon's Cat* books or videos, and then immediately jump into a demo. Others recognize the Steve Jackson Games logo and pick up the box looking to try our new game . . . then they want to play again and again!

Simon's Cat Card Game was fun to work on. And I'm, not so patiently, anticipating the chance to teach, show, demo the game for everyone at conventions starting in June. Find me at the Steve Jackson Games booth, and I'll show you how to play like a cat and make a mess (or two)!



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MYTHRAS RPG

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MYTHRAS RPG: CLASSIC FANTASY

TDM TDM500\$59.95 |

Available July 2016!

Since 2011, The Design Mechanism has been the licensed publisher of *RuneQuest* and its supplements. We launched the 6th Edition of the game to great reviews and feedback, and have continued to support RQ6 with original supplements - like *Monster Island* and *Mythic Britain* - that have cemented our reputation for excellence.

As many will know, *RuneQuest* was launched by Chaosium way back in 1979, but the trademark went through several hands until it reached The Design Mechanism in 2011. And, as many of you will know, Chaosium is undergoing a much-needed revitalization, which includes re-assuming the *RuneQuest* trademark from July 2016 and publishing a new, Glorantha-focused edition. We wish the Chaosium team every success with this latest chapter in *RuneQuest's* story.

Keeping the RQ6 rules alive, The Design Mechanism is proud to bring you *Mythras*, the new name for the *RuneQuest 6th Edition* rules engine. From July 2016, *Mythras* replaces RQ6 as our core game, and all our supplements will be rebranded as part of the name transition. Although we're changing the game's name, the system stays the same, as does our commitment to quality and gaming excellence with original, well-written, well-researched, well-edited, and well produced roleplaying supplements.

The first book under the *Mythras* system is *Classic Fantasy*, a rules supplement that recreates traditional dungeon adventuring with classes and levels, but using the skill-driven, d100-based *Mythras* system. *Classic Fantasy* has been two years in development and a labor of love for its author, Rodney Leary. *Classic Fantasy* should appeal to every gamer who loves to explore underground labyrinths and caverns, gain experience ranks that lead to great new powers, and build their character around the Fighter, Cleric, Magic User, and Thief archetypes.

Later this year, we will be publishing the first campaign pack for our *Luther Arkwright* SF setting, *Parallel Lines*, featuring a series of linked adventures taking place across the multiverse, beginning in Salem, Massachusetts, taking in the Trans Siberian Express, an undersea utopia, and nefarious plans in a very different Edinburgh.

Our *Mythics* range is not forgotten either. Pete Nash is bringing us both *Mythic Rome* and *Mythic Greece* - a pair of expertly researched *Mythras* supplements that take us into the heart of these two ancient cultures. And we'll be expanding the *Mythic Britain* sequence with *Logres: The Lost Lands*, a book focused on the Saxons (penned by Paul Mitchener), along with more scenarios for the Celts campaign started in the main book. Looking ahead, *Mythic Mesopotamia* is in development, although this is still a little while away from completion.

While we will most certainly continue developing the *Mythics* line of books, we will continue to support the *Thennla* line, represented by *Shores of Korantia* and *The Taskan Empire*. We have a *Taskan* campaign ready for production, and Jonathan Drake, *Thennla's* creator, is preparing to work on *Assabian Rites*, another setting book focusing on the sorcerous Assabian Empire. We are also tentatively planning a sourcebook covering the matriarchal Jekkarene Theocracy, the moon-worshipping empire that loves to meddle in the affairs of others.

The *Mythras* rules features Meeros as an example setting, and many customers have asked if we will be developing this as a setting in its own right. It's very tempting; we've produced a couple of Meeros-based

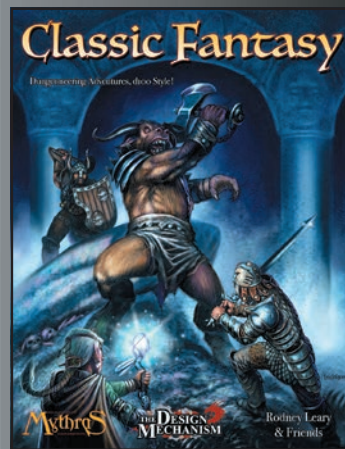
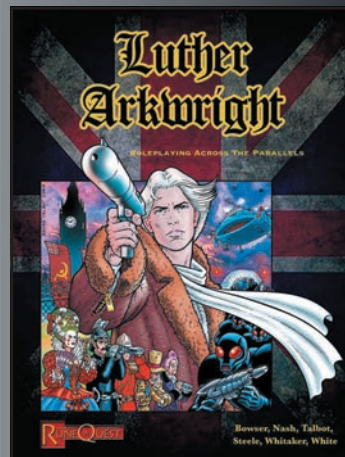
scenarios (available for free download) and actually have a third in the editing process. The talented Stephanie Macalea produced a very fine map of Meeros and its environs, thus we have everything in place for developing Meeros as a light campaign setting designed to help new GMs get to grips with world building. Again, this is a distant plan rather than an immediate one.

And scenarios remain part of our release plans. Lawrence has revisited several old scenarios published in a variety of publications over the years, and converted these to *Mythras*, retooling them for generic fantasy campaigns. We're not sure yet how to release these, but they will find their way into the hands of gamers in a low-cost way.

So, 2016 is going to be a great year for The Design Mechanism. *RuneQuest 6* evolves into *Mythras*, and we have a great pipeline of supplements planned. We're looking forward to working with our terrific partners at Alliance, all the retailers who stock our books and, of course, our loyal customers.

...

Lawrence Whitaker is co-founder of The Design Mechanism, co-author of *RuneQuest 6th Edition* and *Mythras*, and has written more than 50 roleplaying books, supplements, and adventures in a career spanning more than 30 years in the hobby. He has freelanced for Chaosium and was a staff writer for Mongoose Publishing where he worked on everything from *Elic* and *Conan* through to *Traveller* and *Babylon 5*. British-born, Lawrence is a Canadian resident living quite close to a big lake, lots of trees, and a handful of wonderful small towns.



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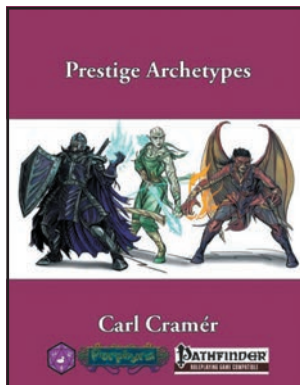


ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #196

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases. GTM 196\$3.99

4 WINDS FANTASY GAMING



PATHFINDER RPG: PRESTIGE ARCHETYPES

This Pathfinder-compatible sourcebook focuses on prestige archetypes - a prestige class turned into a normal 20-level class, similar to an archetype or alternate class. Scheduled to ship in May 2016. S2P 4WF210\$29.99

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

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DICE HEIST

In *Dice Heist*, players take on the role of an international thief attempting a series of daring heists to steal the most valuable artifacts, gems, and paintings from four of the world's most famous museums. Recruit sidekicks to help you, or go at it alone. Will you beat the security systems at the Louvre in Paris and make your escape with the Mona Lisa, or will one of the other thieves get there first? Whoever can impress his fellow criminals with the most valuable collection of stolen goods will be the winner! Scheduled to ship in June 2016. AEG 5879\$19.99



DOOMTOWN: RELOADED: SADDLEBAG 10 - THE CURTAIN RISES

A Saddlebag expansion for *Doomtown: Reloaded*, *The Curtain Rises* features 84-cards with a Story Sheet about the latest movers and shakers in the town of Gomorra. Scheduled to ship in May 2016. AEG 5915\$14.99



EPIC PVP: FANTASY: EXPANSION 2

This second expansion for *Epic PVP: Fantasy* comes with two 20-card character decks and two 20-card race decks, as well as a board for each. Scheduled to ship in May 2016. AEG 6203\$19.99



GUILDHALL FANTASY: FELLOWSHIP

Do you thirst for adventure? Is your middle name 'Danger'? Do you like treasure? Form a party of adventurers to help you be victorious! The more members of each class you have, the greater the bonus they'll give you - but, be on your guard! Your opponents might try to poach your party members! Scheduled to ship in June 2016. AEG 5851\$27.99



MYSTIC VALE

A curse has been placed on the Valley of Life! Hearing the spirits of nature cry out for aid, clans of druids have arrived, determined to use their blessings to heal the land and rescue the spirits. It will require courage - and also caution - as the curse can overwhelm the careless who wield too much power! Scheduled to ship in June 2016. AEG 5861\$39.99



OCTO DICE

As scientists and engineers on board of the underwater research station "AquaSphere", you are facing a huge crisis: your most important tools, the bots, have stopped working! It's time to take matters into your own hands - but quickly! After all, you want to have a major scientific breakthrough before the competition does. In the short time you have, you must expand your labs, analyze crystals, dock new submarines, reactivate the bots, and catch octopods. But, be careful! You never know whether the competition is spying on you! Scheduled to ship in June 2016. AEG 5862\$19.99

ARCANE WONDERS



MAGE WARS ARENA: LOST GRIMOIRE VOLUME 1

The *Lost Grimoire* contains 108 previously unreleased spells that augment every playstyle. Do the secrets in this ancient tome contain the advantage you need to crush those who oppose you in the Arena? Scheduled to ship in June 2016. PSI AWGMWL01\$19.99

THE ARMY PAINTER

WARPAINTS: FLESH WASH 18ML

Scheduled to ship in April 2016. TAP WP1143\$3.25

ASMADI GAMES



INNOVATION: THIRD EDITION

Invent your way to an empire! *Innovation* is a card-driven journey through humanity's ideas and advancements from prehistory all the way to the Internet. You must strategically combine the abilities of your technologies to succeed! Can you claim enough achievements before technology moves past you? Scheduled to ship in February 2016. ASI 0150\$20.00

ASMODEE EDITIONS



DOCTOR PANIC

Don't Panic, the Doctor is In! In *Doctor Panic*, players are members of a surgical team from the most prestigious hospital in the area. Your goal: work together to save a patient who just arrived on a stretcher - STAT! Every second counts as you perform a series of critical tasks and medical treatments before the final, fateful heart attack! Scheduled to ship in February 2016. ASM DOC01\$39.99

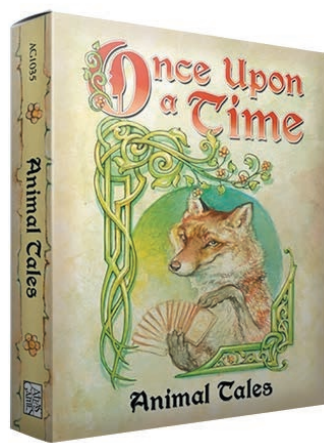
ATLAS GAMES



ARS MAGICA: DIES IRAE HARDCOVER

In Mythic Europe, some wizards serve the terrible powers that ruled the world at the dawn of time, and plot to grant them mastery once more. Others would take everyone to a glorious new existence, careless of whether they want to go - or not. Still, more have nothing but the best of intentions, but risk anything to achieve their goals. If they're not stopped, their power will twist and consume the world and all who live in it! This sourcebook for *Ars Magica 5th Edition* details four great, apocalyptic threats to Mythic Europe. Scheduled to ship in April 2016.

ATG 0314\$29.95



ONCE UPON A TIME: ANIMAL TALES EXPANSION

Every Animal Has a Story! In fairy tales, owls guard great wisdom, wolves plot in the night, mice can be brave knights, and magic can transform even daring warriors into toads in the blink of an eye. *Animal Tales* is an expansion for *Once Upon a Time 3rd Edition*, the award-winning storytelling card game that encourages creativity and collaborative play. Scheduled to ship in May 2016.

ATG 1035\$12.95

AVALANCHE PRESS



PANZER GRENADIER: BROKEN AXIS - THE INVASION OF ROMANIA 1944

Having driven the Hitlerite invaders out of Soviet Ukraine, the Red Army turned its sights on Axis-allied Romania in the spring of 1944. Powerful, mechanized armies were met by German and Romanian forces along carefully-prepared defensive lines, which initially held off the attacks. But, by late summer, the Red Army had broken through, and Romania left the Axis to join the Allies in the liberation of Eastern Europe. *Broken Axis* is a complete boxed game in the *Panzer Grenadier* series. Scheduled to ship in March 2016.

APL 0330\$79.99

BACKSPINDLE GAMES

LUCHADOR!

Luchador! is a fast-rolling, hard-hitting, body-slaming, neck-crunching, chair-smashing, table-slapping, Mexican Wrestling Dice Game! Based on the exciting world of Professional Mexican Wrestling or "Lucha Libre" (meaning Free Fighting), players in *Luchador!* roll dice to try to reduce their opponent's strength points to zero and win by a Knock-Out (KO!) or hold their opponent down on the mat for a 'count of three' to win by a 'Pin'. The game includes a 3D wrestling ring with ropes for players to toss their dice into! Scheduled to ship in March 2016.

NJD 410502\$39.95



BANDAI AMERICA



POWER RANGERS DINO SC 12" ACTION FIGURE WITH ACCESSORY ASSORTMENT

The *Power Rangers Dino Super Charge* Rangers are bigger and better than ever on a 12" figure scale! With their "Charged Up!" size, the *Power Rangers* are armed with five points of articulation and one battle gear item to defend the earth from villains. Evil doesn't stand a chance! Scheduled to ship in January 2016.

BAI 691264PI



POWER RANGERS DINO SC 5" ACTION HERO ACTION FIGURE ASSORTMENT

The *Power Rangers Action Heroes* are tougher and stronger than ever, and ready for action as highly detailed, 5" action figures! Each figure boasts *Dino Super Charge* style, as seen in the TV series, and features 13 points of articulation and up to two battle gear items to help in the fight against the villains! Collect *Dino Charge* Rangers, Villains, Megazords, and *Legendary Rangers*! Scheduled to ship in January 2016.

BAI 691263PI



POWER RANGERS DINO SC DINO CHARGER 2PK ASSORTMENT

Charge up your *Dino Super Charge* battle gear and Zords with the *Power Rangers Dino Super Charge Dino Charger Power Pack*! Included in each pack are two *Dino Chargers* and one *Dino Zord*. Just like on the *Power Rangers Dino Super Charge* TV show, the push of a button activates 4-sided, flip-through graphics on each *Dino Charger*! Attach the head and tail pieces of each *Dino Zord* to the *Chargers* to morph your *Charger* into a *Dino Zord*, or mix and match the head and tail pieces to make all new *Dino* creations! Scheduled to ship in January 2016.

BAI 691253PI



POWER RANGERS DINO SC BATTLE GEAR ASSORTMENT

Get into the action with *Power Rangers Dino Super Charge Battle Gear*! The *Dino Saber* releases awesome battle sounds. The *Dino Com* attaches to your belt, manually rotates, and can hold up to three *Dino Chargers* at once! The *T-Rex Launcher's* eyes change color when you insert a *Dino Charger*, and you can launch up to eight discs to take down *Sledge* and his evil monsters! The *Gold Ptera Morpher* lets you power up like the *Gold Ranger* to defeat the forces of evil by opening the *Morpher* to insert a *Dino Charger* and unlock battle sounds, while the blade of the *Gold Ptera Saber* lights up! The *Super Charge Blast and Battle Morpher* comes with multiple darts that launch up to 10 feet! Finally, the *Super Charge Stego Sword* unfolds to full length and activates battle sounds from the TV series! Scheduled to ship in January 2016.

BAI 691254PI



POWER RANGERS DINO SC DINO STUNT BIKE ASSORTMENT

Kids can rev up the action with these all-new *Power Rangers Dino Cycles* and *Stunt Bikes*. As seen in the TV show, the *Rangers* call upon these epic *Cycles* to defeat evil. Each *Cycle* comes with an exclusive, articulated 5" figure. And just like on the TV show, you can morph the *Cycle* into two separate attack *Dino Zords*! Perform even more awesome tricks and battle moves with the *Dino Stunt Bike* by pulling back to wind and release the *Stunt Bike* into a wheelie! Collect and combine with any of the other *Zord Builder* items to create unique and powerful *Megazord* combinations (each sold separately). Scheduled to ship in January 2016.

BAI 691260PI



POWER RANGERS DINO SC DINO ZORD WITH CHARGER ASSORTMENT

Enter the battle with this powerful Dino Zord and help the *Power Rangers Dino Super Charge* protect the Earth from evil! Each Zord comes equipped with one Dino Charger that can be inserted into the Zord to activate special features. Collect and combine with any of the other Zord Builder items (each sold separately) to create unique and powerful Megazord combinations. Each Zord includes one Dino Charger that can also be inserted into other *Power Ranger Dino Super Charge* items, including the Deluxe Morpher, Battle Gear, and items in the Zord Builder collection. Scheduled to ship in January 2016.

BAI 691259 PI



POWER RANGERS DINO SC DLX BATTLE GEAR ASSORTMENT

Defeat the forces of evil with *Power Rangers Dino Super Charge Deluxe Battle Gear*! Take the battle to the villains with the ultimate ranger weapon, the Deluxe Dino Saber, which includes extreme battle sounds and can combine with the DX Morpher to form the Dino Blade Blaster! When the battle gets intense, the Dino Super Charge Rangers combine their powers and insert their Dino Chargers into the Dino Super Drive Sword for the ultimate attack. It holds up to six Dino Chargers at once, and features epic light and sound effects! Scheduled to ship in January 2016.

BAI 691256 PI



POWER RANGERS DINO SC DLX MEGAZORD ASSORTMENT

When evil attacks be sure to have the powerful *Deluxe Megazords* on your side! The Dino Charge Megazord can morph between three Dino Zords to form the massive Megazord and bring the ultimate strength to the battle. The Ptera Charge Megazord can morph between two show-accurate modes: battle evil on foot as a Megazord, or fly into action as Pteradactyl Mode! The Plesio Charge Megazord morphs into two modes: Megazord Mode for villains on the ground, and Rocket Mode to defeat evil from the air! Collect and combine these *Deluxe Megazords* with any of the other Zord Builder items (each sold separately) to create unique and powerful Megazord combinations. Scheduled to ship in January 2016.

BAI 691258 PI



POWER RANGERS DINO SC DLX MORPHER ASSORTMENT

Unleash the power of the Dino Chargers with the *Power Rangers Deluxe Dino Charge Morpher*! Now you can collect the Dino Chargers to activate an array of Dino Spirit Energy powers and Zords to help the Rangers defend the planet! Insert any of the Dino Chargers into the Deluxe Dino Charge Morpher to unlock a light and sounds. Different chargers unlock different dino sounds, just like the TV show! And with the *Power Rangers Dino Charge Scanner App* for smartphones and tablets, you can scan your Dino Chargers to morph into a Ranger and battle villains on your device! Scheduled to ship in January 2016.

BAI 691252 PI



POWER RANGERS DINO SC DLX ZORD ARMOR RANGER ASSORTMENT

Be ready when evil attacks with the *Deluxe Dino Charge Zord Armor Ranger*! Insert the exclusive 5" posable figure into the Zord armor to take the battle to the next level! When the battle really heats up, morph the Zord Armor into its own Dino Zord! Collect and combine with any of the other Zord Builder items (each sold separately) to create unique and powerful Megazord combinations. Scheduled to ship in January 2016.

BAI 691261 PI



Steam's latest expansion delivers a way to store your precious cargo in one place. The box comes with 2 maps in its hold - India and South Eastern US. In addition, it comes packed with a variety of mini-expansions that can be played with your other Steam maps. New Action Tiles can be added to your games to change the dynamic of previous maps - The Surveyor, The Midnight Express, The Local Payoff, and Corporate Charity. The Gray Market Goods expansion adds a level of mystery to your goods supply and creates dual goods.



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POWER RANGERS DINO SC DLX ZORD ASSORTMENT

Sledge and his henchmen don't stand a chance against the *Power Rangers Dino Super Charge* Deluxe Zords! Each supersized Deluxe Zord is charged up and ready to fight. Insert the included Dino Charger to reveal epic missile launchers! Collect and combine with any of the other Zord Builder items (each sold separately) to create unique and powerful Megazord combinations. Each Deluxe Zord includes one Dino Charger that can also be inserted into other *Power Ranger Dino Super Charge* items, including the Deluxe Morpher, Battle Gear, and items in the Zord Builder collection. Scheduled to ship in January 2016.

BAI 691262 PI



POWER RANGERS DINO SC MORPH-N-POP CHARGERS ASSORTMENT

Charge it up! The *Power Rangers Dino Super Charge* Morph-N-Pop Chargers are ready to enter the battle at your command! Cleverly disguised as Dino Chargers, a quick tap of the Zord unleashes its dino power with automatic spring-loaded instant morphing action. Collect them all for a Super Charged dino arsenal! Scheduled to ship in January 2016.

BAI 691255 PI



POWER RANGERS DINO SC RUMBLE ROAR DINO ZORD

Unleash ultimate Dino Zord power with the *Power Rangers Rumble & Roar T-Rex Zord*! Push T-Rex forward to activate massive dino foot-stomping action, and pull down to hear him roar! Insert a Dino Charger to activate even more lights and sounds. And when the battle rages, activate T-Rex's epic tail spin or slash attack! Includes one Dino Charger. Scheduled to ship in January 2016.

BAI 691266 PI



POWER RANGERS DINO SC TRAINING SET ASSORTMENT

Become a *Power Rangers Dino Super Charge* hero with this awesome training set! Each Hero Set includes a Ranger Mask, Ranger Bandalier (holds up to six chargers), Dino Saber, and one Dino Charger that can also be inserted into other *Power Ranger Dino Super Charge* items, including the Deluxe Morpher, Battle Gear, and items in the Zord Builder collection. Scheduled to ship in January 2016.

BAI 691257 PI



POWER RANGERS LEGACY 5" ACTION FIGURE COLL ASSORTMENT

Collect the original *Mighty Morphin Power Rangers* with these 5" Legacy figures, which feature multiple points of articulation and collectible Legacy packaging-based on the original *Mighty Morphin* figures released by Bandai America in 1993! Each figure includes one battle gear item. Scheduled to ship in February 2016.

BAI 690678 PI



POWER RANGERS LEGACY MMPR MORPHER

Based on the classic Saban series *Mighty Morphin Power Rangers*, this die-cast Morpher lets you insert coins to activate LED and sound effects! It includes all five die-cast replicas of the original series' coins. Scheduled to ship in October 2015

BAI 683893 PI



POWER RANGERS LEGACY THUNDER MEGAZORD

This 13" tall *Legacy Edition* of the *Thunder Megazord* features die-cast metal parts and metallic paint and can be separated into individual Zords, or combine together to form the colossal *Thunder Megazord*! It can also morph with the *Legacy White Tigerzord* other items in the Zord Builder collection to form awesome, never-before-seen Zord combinations. Scheduled to ship in February 2016.

BAI 690670 PI



POWER RANGERS LEGACY WHITE RANGER SABA SWORD

This highly detailed, die-cast replica features the signature tiger hilt that speaks show-accurate phrases, as well as other lights and sounds!

BAI 651795 PI



POWER RANGERS LEGACY WHITE TIGERZORD

This die-cast replica of the fan-favorite morphs with *Mighty Morphin Power Rangers Dragonzord* (sold separately) and combines with Zord builder items!

BAI 651793 PI

BATTLE BUNKER GAMES



DICE OF THE DEAD

They're to Die For! Add a new level (of terror!) to your favorite *Zombie* games with this set of eight custom, 16mm dice with pips replaced with zombie-themed images, all packaged in a handy velour dice bag. Scheduled to ship in April 2016.

IMP BBG9000 \$14.99

BLUE ORANGE USA



BRIX

From the creator of *Gobblet* comes the newest twist on *Tic-Tac-Toe*! X's and O's are taken to a whole new dimension in this one-of-a-kind strategy game. Scheduled to ship in May 2016.

BOG 03000 \$20.00



DR. EUREKA

Mix the Molecules, Master the Formula! The brilliant *Dr. Eureka* has important experiments for you to complete! Pick a challenge card, three test tubes, and six colorful balls to solve his scientific formula. Scheduled to ship in May 2016.

BOG 03300 \$20.00



FAST FLIP

A clever, high-speed matching card game, players in *Fast Flip* race to grab the scoring token that matches the current round's challenge. Scheduled to ship in May 2016.

BOG 03400 \$13.00



PINPOINT!

Develop your eagle-eye abilities with this new twist on the classic "find the differences" game! Each card has five images on it - one Original image and four with variations. Players use process of elimination to locate the Original by pointing out differences in the other four pictures. Scheduled to ship in May 2016.

BOG 04000\$15.00



ROOSTER RUN

Woo picky chicks with perfect worms in *Rooster Race*! Imitating the sound of a chicken pecking, players race to pick up the earthworm tokens using only one hand at a time. Then, after glancing at the image printed on the reverse side of the token, quickly decide if the worm matches one they're looking for. After finding two worthy worms, end the round by calling out "Cocorico!!" and claim victory! Scheduled to ship in May 2016.

BOG 02800\$16.00

BLUE PANTHER



DEAD THINGS

Survive together - or die together - in *Dead Things*, an engaging, cooperative, geomorphic zombie board game. Scheduled to ship in April 2016.

IMP BPN3004\$35.00

BROTHERWISE GAMES

SPOTLIGHT ON



BOSS MONSTER: COLLECTOR BOX

Crafted of sturdy cardboard with retro lunchbox stylings, the *Collector Box* for the *Boss Monster: The Dungeon Building Card Game* is designed to hold over 500 sleeved *Boss Monster* cards, and includes labeled dividers for all the *Boss Monster* card types. Also included are 11 all-new, exclusive *Boss Monster* cards, each featuring the new 'Portable' keyword, which allows players new levels of flexibility in designing their dungeons. Scheduled to ship in March 2016.

BGM 0006\$17.95

BUSHIROAD



CARDFIGHT VANGUARD TCG: THE RECKLESS RAMPAGE TECHNICAL BOOSTER DISPLAY (12)

Like the *Clan Booster*, the *Reckless Rampage Technical Booster* narrows the focus to provide more support for specific clans. However, *Reckless Rampage* focuses on not one, but THREE clans - Tachikaze, Spike Brothers, and Nubatama! Also, whichever clan catches your fancy, you can now build a deck solely from cards that can be found in the *Technical Booster*! This 75-card expansion for the *Cardfight Vanguard Trading Card Game* is offered in 7-card boosters packed in 12-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401919-DPI



FUTURE CARD BUDDYFIGHT TCG: CROSS DRAGONER STARTER DECK DISPLAY (6)

Cross Dragoner invites a whole new dimension of strength to *Future Card Buddyfight*! With the return of fan-favorite Jackknife, your power is only limited by your creativity! Each 52-card pre-constructed Starter Deck comes complete with a Life Counter, a playmat, and a rulebook. Offered in 6-count displays. Scheduled to ship in March 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401940-DPI



FUTURE CARD BUDDYFIGHT TCG: HOLLOW BLACK DRAGON STARTER DECK DISPLAY (6)

Rock the fight your way with *Hollow Black Dragon*, featuring new abilities which destroy your opponent's deck! Each 52-card pre-constructed Starter Deck comes complete with a Life Counter, a playmat, and a rulebook. Offered in 6-count displays. Scheduled to ship in March 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401957-DPI

FUTURE CARD BUDDYFIGHT TCG: SCORCHING SUN DRAGON STARTER DECK DISPLAY (6)

Ignite the explosive power of the *Scorching Sun Dragon*, introducing fresh, new abilities for both veterans and new fighters of the *Future Card Buddyfight Trading Card Game*. Each 52-card pre-



constructed Starter Deck comes complete with a Life Counter, a playmat, and a rulebook. Offered in 6-count displays. Scheduled to ship in March 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401933-DPI



FUTURE CARD BUDDYFIGHT TCG: TERROR OF THE INVERSE OMNI LORDS PERFECT PACK DISPLAY (10)

The Perfect Pack makes a return in the Hundred series for the *Future Card Buddyfight Trading Card Game*! Born from Yamigedo, the savage *Inverse Omni Lords* are out to terrorize! But, all hope isn't lost - a mysterious savior helps fight against the *Inverse Omni Lords*! Nine different *Omni Lords RRRs* are within your grasp! Gear up to fend them off - or, if you can't beat them, why not join them? 7 cards per pack / 10 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401902-DPI



WEISS SCHWARZ TCG: NISEMONOGATARI

Each *Nisemonogatari* 50-card pre-constructed Trial Deck for the *Weiss Schwarz Trading Card Game* comes with a rulesheet, a deck manual, a playbook, and a playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER PACK DISPLAY (20)

YCW 41858-DPI

MEISTER SET

YCW 401872PI

TRIAL DECK DISPLAY (6)

YCW 401889-DPI



WEISS SCHWARZ TCG: THE IDOLMASTER CINDERELLA GIRLS BOOSTER PACK DISPLAY (20)

Scheduled to ship in March 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401964-DPI

CATALYST GAME LABS



ENCOUNTERS: SHADOWRUN

In *Encounters: Shadowrun*, a fast-paced, push-your-luck dice and card game, players take on the role of Mr. Johnson - an individual that arranges for 'things to be taken care of' - fixing the megacorps' dirty work by adding new shadowrunners to their already-assembled teams. Players then send those 'expendable assets' into the shadows of the mean sprawl streets of the Sixth World, fighting past magic, tech, and more to collect resources and corporate secrets to defeat their rivals! Scheduled to ship in June 2016.
PSI CAT27750\$29.99



SHADOWRUN RPG: HOWLING SHADOWS

A Core Critter Sourcebook for *Shadowrun, Fifth Edition*, *Howling Shadows* features a wealth of information on dangerous creatures, spirits, and artificial intelligence lurking in the Sixth World. Scheduled to ship in June 2016.

HARDCOVER
PSI CAT27008\$49.99
LIMITED EDITION HARDCOVER
PSI CAT27008LE\$74.99



RANGLIN' RABBITS

It's a bunny break-out in this hare-racing dice game! A herd of hasty hoppers is headed for the hills, and it's your job to halt them! Work together as a team to corral the cottontails by flicking, lifting, and rolling the dice. But hop to it! There's trouble afoot if they all escape before you can mend the fences. Wrangle the rabbits and you're a 24-carrot champion!
GWI 421\$15.00



RORYS STORY CUBES: SCORE

"Game, Set, Score!" Roll all three cubes to spin tales of spectacular sports action!
GWI 340-3\$4.00



SKIWAMPUS

Out-maneuver your opponents in this full-tilt action brain-builder! Arrange your tiles so the corners connect to form an array of patterns. Most colors, all numbers, three of a kind! But, work fast - everyone plays at the same time! It's a geometric jam that requires sharp eyes, quick thinking, and nimble hands. Let the wild *Skiwampus* begin!
GWI 7116\$18.00



RORYS STORY CUBES: INTERGALACTIC

Rocket your stories into another galaxy! Roll all three cubes to spark futuristic space tales!
GWI 340-2\$4.00



RORYS STORY CUBES: MEDIC

It's a story emergency! Roll all three cubes to devise heart-stopping tales of medical mayhem!
GWI 340-1\$4.00



STOWAWAY 52

A Play-Your-Path Game! You've snuck aboard an alien ship that's about to attack Earth - and it's up to you to stop it! Set a course for sabotage with this unique *Cardventure* - an interactive story that puts "you" at the controls. Do you reprogram the flight computer, or destroy the engine room? Do you grab that key card, or head for the escape pods? Choose wisely - your fate depends on the path you pick!
GWI 360-1\$10.00

CEACO



BRING YOUR OWN BOOK

In this Game of Borrowed Phrases, draw a category card, grab a book, then quickly skim to satisfy the chosen prompt (and the judge!) with the most entertaining phrase. Can you find "a ridiculous tabloid headline" in that best-selling novel? How about "dating advice" in your well-worn cookbook? Where will you discover "the title of the next hit party game?" Find out when you *Bring Your Own Book*!
GWI 109\$15.00



GO AWAY MONSTER!

No More Monsters! Reach into the bag and feel around to find the pieces that fit your bedroom game board. If you pull out a monster, don't be scared... just tell that silly old thing to go away! Then get rid of it for good by tossing it into the monster pit and out of your room! You take charge, and the monsters take off!
GWI 420\$15.00



JUMP SHIP!

A Play-Your-Path Game! As captain of the *Black Bounty*, it's up to you to chart your own course through this pirate *Cardventure*! Should you defend your boat from enemy pirates, or do you go and plunder another ship? Do you duel your fearsome nemesis Captain Peg, or jump into the squid-infested waters? Choose wisely - your fate depends on the choices you make!
GWI 360-2\$10.00

Wrath of Dragons

A 'RESOURCE DESTRUCTION' GAME

Take on the mantle of a most powerful dragon. Awaken each century, terrifying and rapacious. Lay waste to settlements and cities. Burn crops... Consume flocks... Hoard treasure...

And pass into legend as the greatest dragon of any age!

A "resource destruction" game.



AVAILABLE NOW

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SUSHI GO PARTY!

It's a party platter of mega maki, super sashimi, and endless edamame in this Deluxe Edition of the bestselling Pick and Pass Card Game! You still earn points by picking winning sushi combos, but now you can customize each game by choosing *a la carte* from a menu of more than 20 delectable dishes. What's more, you can invite up to eight players to join in on the sushi-feast. Let the good times roll! GWI 419\$22.00

CHAOSIUM



HEROQUEST GLORANTHA: THE COMING STORM - CAMPAIGN FOR HEROQUEST GLORANTHA VOLUME 1

The first of a two-volume epic campaign for *HeroQuest Glorantha* set during the opening stages of the Hero Wars and leading up to the Liberation of Sartar, *The Coming Storm* is a complete setting book detailing clans, tribes, and personalities, as well as Sartarites, Lunars, and Werewolves. Scheduled to ship in June 2016.

CHA 4030\$29.95

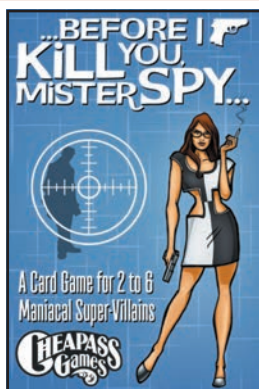


RUNEQUEST RPG: CLASSIC EDITION RPG

Enter a world of high adventure and death-defying excitement, where good and evil meet face-to-face and weapon-to-claw! Celebrate the 50th Anniversary of Glorantha with this reprint of the iconic *RuneQuest 2nd Edition Rulebook*! Scheduled to ship in June 2016.

HARDCOVER
CHA 4001HC\$29.95
LEATHERETTE COVER
CHA 4001LE\$49.95

CHEAPASS GAMES



BEFORE I KILL YOU MISTER SPY

Formerly known as *James Ernest's Totally Renamed Spy Game*, in *Before I Kill You, Mister Spy* players take on the role of nefarious super villains, luring spies into their lairs and killing them for sport (and points!). But, before you kill a spy, you may be tempted to gloat and taunt him for extra points, leading (sometimes) to his escape from your insidious clutches! Scheduled to ship in June 2016.

PSI CAG237\$10.00

CORVUS BELLI

INFINITY

Scheduled to ship in February 2016.



ARIADNA DESPERADOES

CVB 280179-0560\$40.62



COMBINED ARMY OZNAT, MORAT HUNTING REGIMENT (VULKAN SHOTGUN)

CVB 280674-0567\$12.71



HAQQISLAM HASSASSIN GOVADS

CVB 280479-0566\$37.23



YU JING HAC TAO (HACKER, MULTI RIFLE)

CVB 280380-0565\$14.63



PANOCEANIA SVALARHEIMA NISSES (HACKER, COMBI RIFLE)

CVB 280283-0564\$13.50

CRYPTOZOIC ENTERTAINMENT

SPOTLIGHT ON



ADVENTURE TIME CARD WARS: FIONNA VS CAKE COLLECTOR'S PACK #6

Fionna and Cake are the loveable, cute, and alternate-reality female versions of our heroes, Finn and Jake! Straight from the "Fionna and Cake" episode of Cartoon Network's *Adventure Time*, these characters have not only swapped genders, but Cake is now a cat. Meow! Their decks for *Adventure Time Card Wars* take us back to where it all started - the classic Cornfields vs Blue Plains! Scheduled to ship in May 2016.

CZE 02117\$20.00

RICK AND MORTY: TOTAL RICKALL COOPERATIVE CARD GAME

Rick has locked the family inside their house. Why? Because the family has grown. Parasites masquerading as family and close friends have infiltrated and inserted pleasant memories into everyone's minds to make them think they're real. And more keep coming! You must figure out which of these new, zany characters are real and which ones are parasites that need to be exterminated. Think you've got what it takes to save the world? The *Total Rickall Cooperative Card Game* is based on the *Rick and Morty* episode of the same name. Scheduled to ship in June 2016.

CZE 02174\$15.00

DAYS OF WONDER

SPOTLIGHT ON

QUADROPOLIS

You have been commissioned to construct a city, more populous and prestigious than any of your neighbors! A clever game of building and managing a city for two to four budding architects, players in *Quadropolis* dispatch architects to claim building tiles from the market. But, which architect you dispatch determines what building you get and where you can place it. Will you build towering apartments, bustling malls filled with people, parks to reduce waste, or factories to supply your shops and harbors? Scheduled to ship in April 2016.

DOW D08501\$49.99



DEAD GENTLEMEN PRODUCTIONS

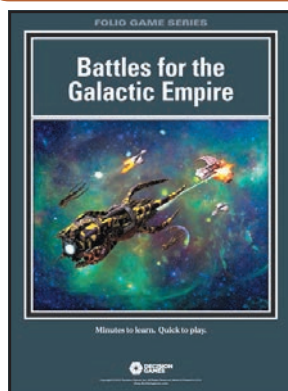


FATE RPG: DEMON HUNTERS - A COMEDY OF TERRORS CORE RULES HARDCOVER

Vampires infesting the mayoral office. Lycanthropes prowling the suburbs. Another kraken making its way upstate along the river. Crazy cultists masquerading as door-to-door religious nuts. Every one of them edging the world one more step toward the next demonic apocalypse. In your line of work, that's called Tuesday. You are an agent of the Brotherhood of the Celestial Torch, hand-picked to serve as Earth's first and last line of defense against the servants of Darkness. Powered by the Fate Core system, players in *Demon Hunters: A Comedy of Terrors* are members of an ancient Brotherhood tasked with defending the world from the forces of darkness. Using magical spells, huge guns, mad science, and ninja skills, you and the others in your Brotherhood chapter respond to threats straight out of myths and legend, occasionally screwing up big time! Scheduled to ship in March 2016.

PZO DGDHRPG001\$49.95

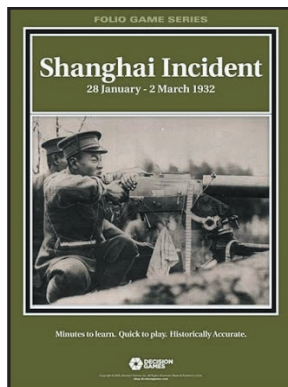
DECISION GAMES



FOLIO SERIES: BATTLES FOR THE GALACTIC EMPIRE

A two-player game set in the *Struggle for the Galactic Empire* universe, players in *Battles for the Galactic Empire* attempt to outwit and outplay their opponent to achieve victory by scoring Chaos points through control of the six regions in the sector through skillful deployment of space fleets, action chit play, and tactical choices. Scheduled to ship in July 2016.

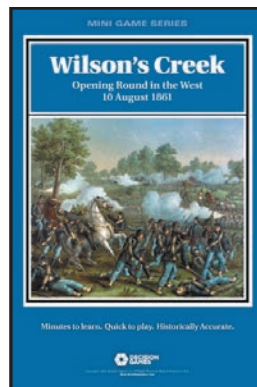
DCG 1638\$19.95



FOLIO SERIES: SHANGHAI INCIDENT

A faction of the Japanese military had been looking for an excuse to extend Japanese control deeper into the Chinese mainland. When several Chinese monks were beaten, this faction paid thugs to fan anti-Japanese activities in the Chinese sector of Shanghai. Seizing the opportunity, a small force of naval infantry invaded Chapei, the all-Chinese northern section of the city of Shanghai. But the Japanese had not counted on the quick reaction and effective fighting of the Nationalist Chinese forces from nearby Nanjing. *Shanghai Incident* uses the *Fire & Movement* system. Scheduled to ship in May 2016.

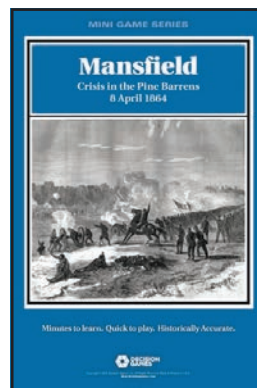
DCG 1635\$19.95



MINI FOLIO SERIES: WILSONS CREEK

In the months after Fort Sumter fell, Missouri was riven by a civil war within a civil war. Missouri rebels, organized as the Missouri State Guard under Sterling Price, had been joined by a Confederate force under Ben McCulloch, threatening Nathaniel Lyon's small but well-drilled Union army in the southwestern part of the state. Lyon, hoping to catch the Rebels off guard, attacked their scattered camps along Wilson's Creek. *Wilson's Creek* uses the simplified QuickPlay version of the *Musket & Saber* system of warfare during the muzzle-loading era. Scheduled to ship in July 2016.

DCG 1722\$9.95



MINI FOLIO SERIES: MANSFIELD

In early 1864, Union General Nathaniel Banks led a small army up Louisiana's Red River. His objective, in conjunction with an overland campaign through Arkansas, was the Confederate Trans-Mississippi capital at Shreveport, spearheaded near the crossroads of Mansfield. *Mansfield* uses the simplified QuickPlay version of the *Musket & Saber* system of warfare during the muzzle-loading era. Scheduled to ship in May 2016.

DCG 1721\$9.95

MODERN WAR

Scheduled to ship in May/July 2016.

#24 DCG MW24\$34.99
#25 DCG MW25\$59.99

STRATEGY AND TACTICS

Scheduled to ship in April/June 2016.

#299 DCG ST-299\$34.99
#300 DCG ST-300\$59.99

WORLD AT WAR

Scheduled to ship in April/June 2016.

#48 DCG WAW-48\$34.99
#49 DCG WAW-49\$34.99

EDGE



CRISIS TOKYO

In *Crisis Tokyo*, players assume the role of the Evil Lords of Tokyo, sending terrible threats against the city to destroy its most famous landmarks and manipulate heroes to frustrate your opponent's plans. Scheduled to ship in March 2016.

NJD 410601\$19.95

ENTERPLAY



MY LITTLE PONY CCG: MARKS IN TIME (36)

Make your mark on Equestrian history with *Marks in Time*! In this expansion to the *My Little Pony Collectible Card Game*, players will get to experience great moments throughout the *My Little Pony* timeline and challenge the powerful Starlight Glimmer as she tries to rewrite history. In *Marks in Time*, players will confront all-new Dilemmas caused by time travel, find Starlight Glimmer as both Friend and Foe, and choose between the Cutie Mark Crusaders as they each arrive on new Mane Character cards! 12 cards per pack / 36 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

ETP 4915-D\$125.64

FANTASY FLIGHT GAMES



ANDROID NETRUNNER LCG: HARDWIRED

The fourth draft set for *Android: Netrunner* LCG, each *Hardwired* deck is built randomly from a pool of 240 cards, carefully selected from the entire network of *Android: Netrunner* products as well as from the upcoming *Mumbad Cycle*. Draft Starters feature 17 cards that introduce seven different "Draft Format Only" identities and provide a fixed core of essential cards for both Corp and Runner, while Corporation and Runner Draft Packs each contain a selection of 40 randomized Corp and Runner cards. Scheduled to ship in February 2016.

CORP DRAFT PACK

FFG UDAD11PI

DRAFT STARTER

FFG UDAD10PI

DRAFT PACK

FFG UDAD12PI



GAMES

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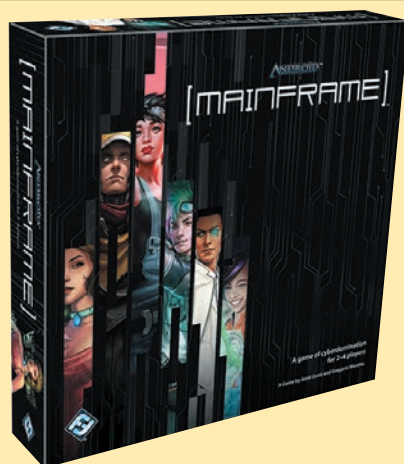
GTM

APR

2016

27

FEATURED ITEM

**ANDROID: MAINFRAME**

Run Fast, Score Big! In *Android: Mainframe*, you and up to three opponents become elite cybercriminals known as runners. When the mainframe and fortunes at Titan Transnational Bank are suddenly compromised, it's time for you to go to work. But it turns out that you're not the only runner who has been alerted to Titan's woes, and that means you're not the only runner in Titan's servers. It's time to show your competitors what you can do: execute your programs, establish access points and partitions, and seize control of the mainframe! *Android: Mainframe* is a fast-paced game of futuristic crime and cyberdomination for two to four players. Scheduled to ship in May 2016.

FFG AD02..... \$34.95

SPOTLIGHT ON

**DESCENT JOURNEYS IN THE DARK 2ND EDITION: SHARDS OF EVERDARK HERO AND MONSTER COLLECTION**

Shards from the realm of Everdark are piercing the hearts of even the best men, turning allies into enemies with astonishing speed. The darkness within is overtaking the unsuspecting villagers, and only you can save them from their ominous fate. As you scramble to rescue the locals, you'll face horrors imbued with the strength and power of Everdark - but, beware! Nobody is safe from the icy chill of all-consuming darkness, not even the heroes who seek to stop it! *Shards of Everdark* reintroduces four fearless heroes (One Fist, Karnon, Arvel Worldwalker, and Steelhorns) from *Descent's* First Edition and adds three dreadful monsters to the overlord player's arsenal, including the entirely new dark minotaurs. Plus, play through two unique quests to destroy the source of the Everdark shards and rescue the corrupted citizens of Terrinoth. Scheduled to ship in May 2016.

FFG DJ34..... \$34.95

SPOTLIGHT ON

**A GAME OF THRONES LCG: 2ND EDITION - TRUE STEEL CHAPTER PACK**

Tensions in King's Landing have reached their breaking point. In the aftermath of King Robert's death, Eddard Stark makes his move to unveil the true lineage of Cersei Lannister's children - and in the process, he sets in motion the events that will drown the Seven Kingdoms in blood! Even as Eddard makes his final gambit and the Lannisters plan their reprisal, Daenerys Targaryen forges her future in Khal Drogo's funeral pyre. It is a time of merciless, sudden death and life that springs from the ashes in *True Steel*, the sixth and final Chapter Pack of the *Westeros Cycle* for *A Game of Thrones: The Card Game*. Scheduled to ship in May 2016.

FFG GT07..... \$14.95

**THE LORD OF THE RINGS LCG: THE DROWNED RUINS ADVENTURE PACK**

The fourth Adventure Pack in the *Dream-chaser Cycle* for *The Lord of the Rings: The Card Game*, *The Drowned Ruins* follows several of Middle-earth's greatest heroes as they try to find their way through the Temple of the Deceived and its treacherous Underwater passages. In its new scenario, *The Drowned Ruins* introduces these deadly Underwater locations and the monsters that live within them. Additionally, the Adventure Pack's sixty cards also introduce a new Silvan Lore hero, whose sphere of influence excels at countering the threat presented by the game's enemies. Scheduled to ship in May 2016.

FFG MEC51..... \$14.95

**RUNEBOUND (THIRD EDITION): COMBAT TOKENS**

Swell your armory with additional copies of the combat tokens included in the *Runebound Third Edition Core Set*. This punchboard sheet also includes additional gold, damage, and story tokens to increase your *Runebound* token supplies. Scheduled to ship in March 2016.

FFG RB00..... \$4.99

**STAR WARS LCG: REDEMPTION AND RETURN FORCE PACK**

The battle for Endor has raged in three arenas - on the Forest Moon itself, in the skies above, and in the Emperor's throne room. Now, in *Redemption and Return*, the sixth Force Pack in the *Endor Cycle* for *Star Wars: The Card Game*, invites you to play out these iconic conflicts in your own games. Like the other Force Packs of the *Endor Cycle*, *Redemption and Return* follows the climactic events of *Return of the Jedi* while introducing new mission cards to change your strategies and methods. In addition to new missions, the ten new objective sets (two copies each of five distinct sets) offer new versions of Luke Skywalker and Emperor Palpatine to expand your options and inspire your deckbuilding. Scheduled to ship in May 2016.

FFG SWC29..... \$14.95

**STAR WARS RPG: AGE OF REBELLION SPECIALIZATION DECKS**

Join the Rebellion's top ranks with new *Commander Specialization Decks* for the *Star Wars: Age of Rebellion* roleplaying game! These decks enable players and Game Masters to easily reference every talent in the *Figurehead*, *Instructor*, and *Strategist* specializations featured in the *Lead by Example* sourcebook, as well as the two new *Commander Signature Abilities*: *Rousing Oratory* and *Unmatched Authority*. Scheduled to ship in March 2016.

COMMANDER SIGNATURE ABILITIES

FFG USWA40..... PI
FIGUREHEAD FFG USWA38..... PI
INSTRUCTOR FFG USWA37..... PI
STRATEGIST FFG USWA39..... PI

**STAR WARS RPG: FORCE AND DESTINY SPECIALIZATION DECKS**

Protect the weak, defend the downtrodden, and fight for justice with new *Guardian Specialization Decks* for the *Star Wars: Force and Destiny* roleplaying game! These decks enable players and Game Masters to easily reference every talent in the *Armorer*, *Warden*, and *Warleader* specializations featured in the *Keeping the Peace* sourcebook, as well as the two new *Guardian Signature Abilities*: *Fated Duel* and *Unmatched Heroism*. Scheduled to ship in March 2016.

ARMORER FFG USWF26..... PI
GUARDIAN SIGNATURE ABILITIES
FFG USWF28..... PI
WARDEN FFG USWF25..... PI
WARLEADER FFG USWF27..... PI

A GAME OF THRONES™

THE CARD GAME



Test Your Steel and Claim the Throne!

True Steel Chapter Pack | GT07 | \$14.95

WWW.FANTASYFLIGHTGAMES.COM



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STAR WARS X-WING MINIATURES GAME: PLAYMATS

Easily portable, these stunning, 3' x 3', Star Wars neoprene playmats feature slip-resistant bottoms and are tournament legal for all your campaigns of X-Wing and Star Wars: Armada. Scheduled to ship in February 2016.

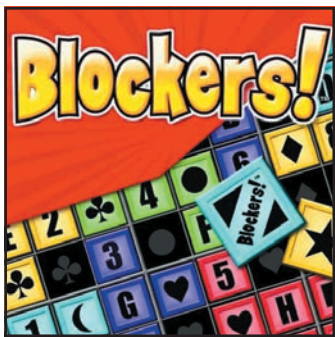
BESPIN

FFG SWS32 PI

DEATH STAR II

FFG SWS31 PI

FRED DISTRIBUTION



BLOCKERS

A minute to learn, a lifetime of fun! In *Blockers!*, an exciting, abstract strategy game, players attempt to create connected groups of their own tiles while trying not to capture too many tiles of the same color.

FRD 101280N \$24.99



CLOCKWORK WARS (WITH PAINTED GENERALS)

In *Clockwork Wars*, players command a unique race of creatures in an epic war game set in an alternate universe where magic and steam-era technology collide. Take command of the calculating Purebreeds, the industrious Troglodytes, the mighty Rhinoceros, or the proud Mongrels as you seek to control territories and valuable natural resources - and vanquish your foes! Seize villages and develop them into cities. Invest in research and discover astonishing new technologies like Golems, Analytical Engines, and the wondrous Spire of the Gods. Position your troops, research powerful discoveries, employ espionage, and conquer your enemies in *Clockwork Wars*!

FRD 101621 \$114.99



CONTINENTAL DIVIDE

The Civil War is over! America strives to tame the American Continent and the key will be to connect sea to shining sea with iron horses and steel rails, thus opening the vast, untamed lands to millions of adventuresome citizens weary of war. A strategic board game of Railroads, Trains, Stock, Barons, and Guts, *Continental Divide* extends from the muddy Mississippi to the coast of California in a competitive struggle of wits, savvy, and guile.

FRD 101658 \$59.99



FLEET

In the northwest corner of Nunavut, Canada, a formerly inaccessible bay off of the Arctic Ocean has become reachable through a secret inlet. Untouched by the hands of time and fed by both the ocean and warm, fresh water springs, Ridback Bay is teeming with sea life. A remote, timeless bayside village is now being inundated by entrepreneurs awaiting the influx of the world's greatest fisherman to harvest this plentiful bounty. The docks and warehouses are being revitalized and now the real adventure begins. Build your fleet and become master of the seas!

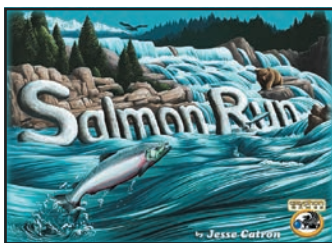
FRD 101380N \$24.99



FLEET: WHARVESIDE

Tales of the bountiful harvest at Ridback Bay have traveled far, attracting merchants to the local Wharveside who wish to pay handsomely for your haul. A successful fisherman's day is not done with the catch; keen business decisions will determine if your Fleet has amassed a rich profit! Merchants have offered generous contracts for the catch, but which offer conveys the greatest benefits? Choose and complete the most lucrative contracts and reap your rewards!

FRD 101657 \$17.99



FRD 101402N \$39.99



FOR SALE: TRAVEL EDITION

Going Once! Going Twice! Sold to the Highest Bidder! Bid and bluff your way to purchase the most valuable real estate for the lowest amount of money, then turn around and sell those houses (and shacks) for cold, hard cash. Be the richest mogul in this classic game of property and prosperity!

FRD 101168N \$12.99



LOOP INC

In *Loop, Inc.*, you and the other players work at Loop, Incorporated, the most prestigious time travel agency in the world! Well, that's not entirely true. Truth be told, it's a mismanaged, third-tier agency owned by the slick Mr. Loop who cares more about making a buck than making sure the delicate weave of the time-space continuum stays tight and safe. For you and your coworkers, it's as good a job as any. However, if you time things just right you may get a nice bonus at the end of the day, unknown to Mr. Loop, of course. And since you have a time machine at your disposal, you can take multiple shots at that bonus... assuming things don't get too chaotic with your past selves running around!

FRD 101467N \$8.00



PICK A SEAL

Pick-a-Seal features the same gameplay as *Pick-A-Polar Bear* and his southern cousins *Pick-a-Pig* and *Pick-a-Dog*, but without the two variants.

FRD 101472N \$11.99

SALMON RUN

Prepare for the race of a lifetime! Every year, thousands of salmon are compelled by nature to leave the ocean and swim up the river of their birth to spawn. This perilous journey can span hundreds of miles and it's fraught with danger. Strong rapids, waterfalls, hungry bears, and eagles all await the salmon on their quest. Only the most fit will complete the *Salmon Run*!



SENSEI SUGOI

The Monkey is ambitious, malicious, and likes to play games. He wants to challenge the Wiseman to gain the keys of the temple. The Wiseman, trusting in his skills and wanting some peace, proposes a challenge to the monkey to take place in the sacred court. The first to reach the opposite side is the winner and will become the master of the temple - the Sensei!

FRD 900010 \$49.99



SIAM SUGOI

Is the trunk of the elephant stronger than the horn of the rhinoceros? The question is still hotly debated in the Kingdom of Siam. The two powerful and proud species are constantly challenging each other around three rocks to prove their domination in *Siam*!

FRD 900009 \$49.99

TECHNO WITCHES

Modern witches and wizards no longer ride simple flying brooms. They've now entered the modern age of technology and ride jet-powered sweeping machines! But, these new machines must be filled with magic dust before each flight, and the routes programmed in advance - full power, sharp right turn, gentle left turn, ["Watch out! Magic castle straight ahead!"] full break, and back-up! Players start with simple courses, but after they graduate from "flight school", they can move onto more demanding flying adventures. Experienced fliers compete to capture and fly with the cat, but the most dangerous and challenging adventure is the chase of the technophobe with his traditional broom! Win that one and you have something to brag about! Whatever you do, enjoy the flight!

FRD 101046N \$24.99

TUMBLIN' DICE (FERTI EDITION)

Jump, Bump, and Tumble your Way to Victory with *Tumblin' Dice*!

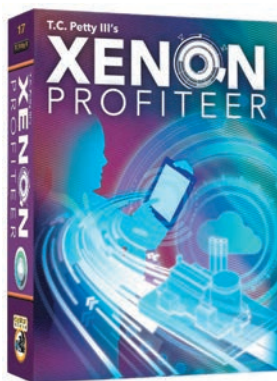
FRD 101180N \$119.99



WOMBAT RESCUE

Did you know that wombats poop cubes? It's true! Scientists theorize that, due to extremely poor vision but an excellent sense of smell, wombats use their poop cubes as "smell markers" to help them navigate their environment. Because their poop is cube-shaped it is less likely to roll away or be moved. In *Wombat Rescue*, the dastardly dingo has stormed your burrow and chased away four of your baby wombats! You'll need to eat and digest food in order to produce poop cubes with which to build aromatic areas so you can navigate your environment, find your baby wombats, and bring them home!

FRD 101654.....\$49.99



XENON PROFITEER

Xenon is a valuable noble gas that is found in very trace amounts in Earth's atmosphere. Due to the difficulty and expense of isolating high-purity Xenon for various technological advancements in recent years, the need for Cryogenic Distillation of Xenon is on the rise. *Xenon Profiteer* is a highly thematic, deck-deconstruction, euro game for 2-4 entrepreneurs in which each player takes control of their own Air Separation Facility and distills Xenon from their Systems to complete lucrative contracts. You'll also physically expand your facility by building upgrades, pipelines, and acquiring new contracts and connecting them to your Center Console.

FRD 101656.....\$25.99



BORDERLAND PROVINCES HARDCOVER

This *Lost Lands* sourcebook contains the history of the Borderland Provinces region, descriptions of the countries, cities (some with maps), towns, important places, major geographical features, and lairs, and extensive encounter tables for the ancient Hyperborean roads crisscrossing the Provinces. Scheduled to ship in March 2016.

DUNGEONS & DRAGONS

PZO FGG5ELLBP\$35.00

PATHFINDER

PZO FGGPFLBP\$35.00

THE LOST LANDS - ADVENTURES IN THE BORDERLAND PROVINCES HARDCOVER

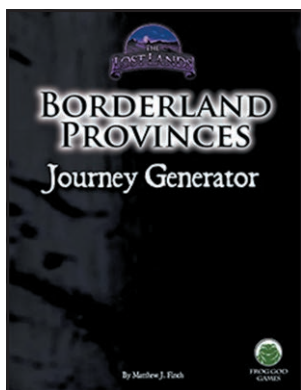
Welcome to the Borderland Provinces, where the great tide of an empire is drawing back, leaving its old provinces to fend for themselves, yet still trying to hold its ancient grip upon them. Unlike the Sundered Kingdoms to the east, the Borderland Provinces are not plunged into chaos - at least, not yet. It is an eternal truth that gaps left by the slow retreat of a decaying and decadent civilization are inevitably filled; either by young and vigorous new civilizations rising to offer new hopes and aspirations, or by a self-devouring maelstrom of war, pillage, plague, and barbarism. Such times are the knife-edges of history, where the deeds of heroes may shift the course of entire kingdoms. Scheduled to ship in March 2016.

DUNGEONS & DRAGONS PZO FGG5ELLAITBP\$35.00

PATHFINDER PZO FGGPFLAITBP\$35.00



FROG GOD GAMES



BORDERLAND PROVINCES: JOURNEY GENERATOR

This *Lost Lands* sourcebook is the perfect resource for generating journeys in the Borderland Provinces, allowing GM's to fill the world with a realistic jumble of objectives, possibilities, opportunities, and motivations for the characters. Scheduled to ship in March 2016.

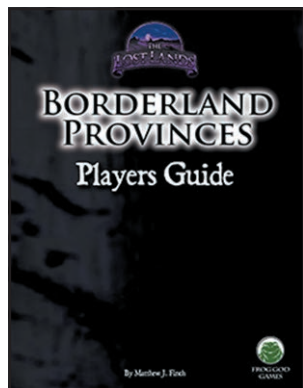
PZO FGGLBPJGB\$10.00



BORDERLAND PROVINCES: PLAYER'S GAZETTEER

Welcome to the Borderlands Provinces, where the great tide of an empire is drawing back, leaving its old provinces to fend for themselves, yet still trying to hold its ancient grip upon them. It is a time of struggle and fear, of desperation and wild hopes, when legends are made. Scheduled to ship in March 2016.

PZO FGGLBPJGB\$15.00



BORDERLAND PROVINCES: PLAYER'S GUIDE

Listen. For it whispers on all sides, like the sounding of water upon the rocks. Watch. For it leaves its mark upon the face of the waters. Consider. For there is much hidden below the quiet of still surfaces. Prepare. For the tide of civilization stirs itself, and moves. The *Borderland Provinces Player's Guide* is an introduction to Frog God Games' Borderlands through the words of its inhabitants. Scheduled to ship in March 2016.

PZO FGGLBPJGB\$10.00

GALE FORCE NINE

FEATURED ITEM



DUNGEONS & DRAGONS RPG: CURSE OF STRAHD - TAROKKA DECK

The *Tarokka Deck* is a powerful tool for both Madam Eva and for Dungeon Masters running *Curse of Strahd*. By using the *Tarokka Deck* to randomize locations within the adventure, Dungeon Masters can customize each party's exploration of Barovia, allowing *Curse of Strahd* to be replayed for years to come. The deck includes 54 *Tarokka* cards with art by Chuck Lukacs, and includes rules for *Prophet's Gambit*, a card game played with *Tarokka* cards for 3-5 players. Scheduled to ship in March 2016.

GF9 73706\$10.00

GAMES WORKSHOP

WARHAMMER 40K

START COLLECTING! ORKS

Another fantastic value start collecting box. One painboy, 11 Ork Boyz including a Nob, 5 Ork Nobz, 1 Deff Dread and 1 Ammo Runt. Includes a data sheet and special rules for using the force.

GAW 70-50\$85.00





START COLLECTING! SPACE WOLVES

Collect! Assemble! Play! Each *Start Collecting!* value box set contains a collection of fantastic miniatures which players can assemble and immediately incorporate into their *Warhammer*, *Warhammer 40,000*, and *Age of Sigmar* campaigns!
GAW 70-53\$85.00



CHAOS DAEMONS DAEMONS OF KHORNE BLOODCRUSHERS

GAW 97-15-NEW\$100.00



CHAOS DAEMONS DAEMONS OF KHORNE BLOODLETTERS

GAW 97-08-NEW\$29.00



CHAOS DAEMONS DAEMONS OF KHORNE BLOODTHIRSTER

GAW 97-27-NEW\$115.00



CHAOS DAEMONS: DATACARDS

GAW 97-04-60\$13.50



FARSIGHT ENCLAVES 2ND EDITION

GAW 56-05-60\$33.00



SPACE WOLVES IRON PRIEST

GAW 53-19\$30.00



SPACE WOLVES LONG FANGS

GAW 53-15-NEW\$37.00



SPACE WOLVES PACK

GAW 53-06\$37.00

CHAOS DAEMONS DAEMONS OF KHORNE BLOODTHRONE

GAW 97-22-NEW\$40.00



SPACE WOLVES ULRIK THE SLAYER

GAW 53-17\$30.00



SPACE WOLVES WOLF LORD KROM

GAW 53-18\$30.00



SPACE WOLVES WULFEN

GAW 53-16\$60.00



SUPREMACY TACTICAL OBJECTIVES

GAW 40-21-60\$16.50



TAU EMPIRE COALITION COMMAND

GAW 56-25\$60.00



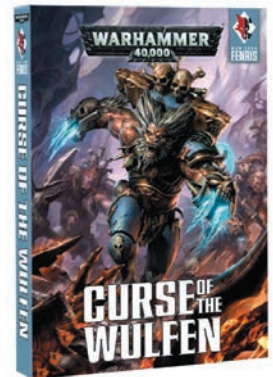
WAAAGH! GHAZGHKULL 2ND EDITION

GAW 50-04-60\$33.00



WARBOSS GRUKK'S BOSS-MOB

GAW 50-33\$50.00



WAR ZONE FENRIS: CURSE OF THE WULFEN

For ten millennia, the fate of the 13th Company has been a mystery. Now, as strange Warp storms roar into being across the Imperium, the truth of the Wulfenkind is about to be dramatically revealed. The Space Wolves race to the rescue of their lost brothers, doing battle with tides of Daemons and scribing bold new sagas in blood across the stars! Exploring a new chapter in the *Warhammer 40,000* universe, this fantastic, two-book set features a massive narrative campaign ("Saga of the Lost") telling the story of Logan Grimnar's Great Companies and their fight to retrieve the Wulfen - and the Chaos Daemons who seek to take advantage of their divided attentions. *Curse of the Wulfen* also contains new Echoes of War missions tying in with the narrative, new datasheets, wargear, and special rules for both Space Wolves and Chaos Daemons, plus brand-new formations including six Greatpacks.
GAW 53-06-60\$74.00

WARHAMMER FANTASY BATTLE



FYRESLAYERS BATTLESMITH
GAW 84-22-NEW\$30.00



FYRESLAYERS GRIMWRATH BERZERKER
GAW 84-20-NEW\$30.00



GRAND ALLIANCE: CHAOS
A truly weighty tome, *Grand Alliance: Chaos* is an absolute must-own artifact for anyone and everyone collecting *Warhammer: Age of Sigmar* Chaos armies. The ultimate guide to the myriad forces of Chaos it features extensive information on each of the 21 the factions that make up Chaos, Warscrolls for every warrior and beast from each faction (a total of 158!), and guiding information and diagrams helping you to choose, collect, and organize your forces into armies ready for the gaming table.
GAW 80-13-60\$33.00



GRAND ALLIANCE: DEATH
GAW 80-07-60-NEW\$16.50



REALMGATE WARS: THE BALANCE OF POWER
Continuing the story of Sigmar's attack on the forces of Chaos, *Balance of Power* explores more of the realms and factions that fight as the battles become more fierce with Chaos counter-attacks and the mighty Archon and Celestant-prime joining the war! This massive tome features four new Times of War rules sections for fighting in the realm of Metal, Fire, Death, and Life, plus 10 battle plans that any army can use and 41 warscrolls.
GAW 80-08-60\$74.00



SLAVES TO DARKNESS CHAOS CHARIOT
GAW 83-11-NEW\$40.00



SLAVES TO DARKNESS CHAOS KNIGHTS
GAW 83-09-NEW\$60.00



SLAVES TO DARKNESS CHAOS LORD ON MANTICORE
GAW 83-16-NEW\$54.00



SLAVES TO DARKNESS CHAOS MARAUDER HORSEMEN
GAW 83-08-NEW\$50.00



SLAVES TO DARKNESS CHAOS MARAUDERS
GAW 83-12-NEW\$38.00



SLAVES TO DARKNESS CHAOS SORCERER LORD
GAW 83-33-NEW\$15.00



SLAVES TO DARKNESS CHAOS SPAWN
GAW 83-10-NEW\$41.00



SLAVES TO DARKNESS CHAOS WARRIORS
GAW 83-06-NEW\$40.00



SLAVES TO DARKNESS CHAOS WARSHRINE
GAW 83-17-NEW\$58.00



SLAVES TO DARKNESS DAEMON PRINCE
GAW 83-23-NEW\$41.00

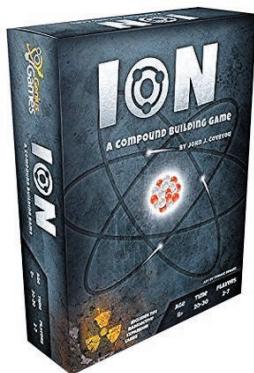


SLAVES TO DARKNESS LORD HELDRATHS CHAOS DEATHTIDE
GAW 83-96\$180.00

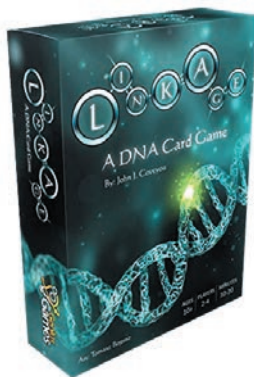


WARHAMMER: VISIONS ISSUE 25 FEBRUARY 2016
GAW WV25-60\$12.00

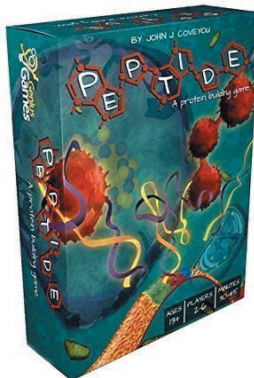
GENIUS GAMES



ION
ION: A Compound Building Game is a simple card-drafting game where players select from a number of available ion cards and noble gas cards, with the objective of forming either neutrally charged compounds or sets of stable noble gases.
GTG GOT1002\$24.99



LINKAGE
A fast-paced, competitive, and fun genetics-themed card game for 2-4 aspiring scientists based upon the process of DNA Transcription, players in Linkage link RNA cards side-by-side to build their own RNA strand, attempting to copy a shared DNA Template. Players then decide whether to build on their own RNA strand, repair it, mutate an opposing strand, or mutate the DNA template itself.
GTG GOT1001\$11.99



PEPTIDE
In Peptide, players compete to link Amino Acids side-by-side, building what's called a Peptide Chain (another fancy word for a protein). In order to build this protein, players must first make a set of thoughtful selections from a number of openly available Organelle Cards. Selected Organelle Cards are removed from that round's available options, creating an interactive, open-card-drafting mechanic.
GTG GOT1003\$19.99

GLOBAL GAMES



EL ALAMEIN
A sequel to the deckbuilding game BarbaRossa, El Alamein depicts the first battle of El Alamein during WWII, as the Axis powers thrust through Africa to conquer Alexandria. Scheduled to ship in July 2016.
GGD KMG002PI



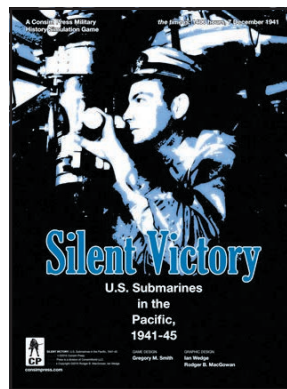
EL ALAMEIN STOCK PHOTO EDITIONS
A sequel to the deckbuilding game BarbaRossa, El Alamein depicts the first battle of El Alamein during WWII, as the Axis powers thrust through Africa to conquer Alexandria.
VERSION 1 GGD JPG001SPI
VERSION 2 GGD JPG002SPI



TANTO CUORE: BIG BOX
Featuring cards printed on premium, high-gloss, high-quality cardboard, each Limited Edition Tanto Cuore Big Box comes complete with a Randomizer Deck (66 General Maids, four Chambermaid Chiefs, and four Maid Chiefs), and a set of five promos for Tanto Cuore and the Expanding the House and Romantic Vacation expansions. Scheduled to ship in February 2016.
GGD BIGBOXPI

GMT GAMES

SILENT VICTORY - U.S. SUBMARINES IN THE PACIFIC, 1941-1945
A solitaire, tactical-level game that places you in command of an American submarine during WWII in the Pacific, your mission in Silent Victory is to destroy as much Japanese shipping and as many warships as possible while advancing your crew quality and decorations - all while remembering you have to make it home. Scheduled to ship in February 2016.
GMT 1509\$55.00



TALON
Long hampered by cost and beset by international problems, real space exploration did not seem possible for humanity. But, amazing technological breakthroughs would change all of that in the year 2112 with the perfection of the Faster Than Light (FTL) drive, turning the galaxy into an open canvas. United by a common purpose, the newly formed Terran Confederation spread its wings and began to paint their picture. Expansion led to colonies, research stations, and even more technological discoveries, but it also led to the realization that they were not alone! Talon is a tactical game of space fleet combat between the Terran Confederation and the invading Talonhincanthanadu (Talon) Empire. Scheduled to ship in February 2016.
GMT 1511\$59.00

GOODMAN GAMES



JUDGES GUILD: DARK TOWER CLASSIC EDITION
An ancient evil has overtaken a once holy shrine. Thus, a sleepy mountain hamlet becomes a focal point for mysterious disappearances and even stranger legends of what lurks beneath the village. Vile enemies and strange allies, knowing neither sleep nor age, seek to involve the unwary in a titanic battle of good versus evil. Do you dare discover the secrets behind the myths, or attempt to exterminate the ancient evil that lies within? Riches, power, glory, and death! All await you in Dark Tower! This Classic Edition reprints the first publication of Dark Tower, originally released by Judges Guild. Scheduled to ship in April 2016.
IMP GMG4607\$19.99



DUNGEON CRAWL CLASSICS #84.2 SYNTHETIC SWORDSMEN OF THE PURPLE PLANET
When even the native lifeforms of the Purple Planet begin to wither and die under the weirdling sun's punishing rays, you and your party of interplanetary freebooters quickly conclude that something is going wrong with the very sky above your heads. Will you save your harsh but adopted home - or hasten its eventual doom? A Level 5 Dungeon Crawl, Synthetic Swordsmen of the Purple Planet features new background material that expands The Purple Planet campaign setting, including a new House of Ascended Masters, new weapons and ancient technology to plunder, and a surprising new species of Kiith warriors. Scheduled to ship in February 2016.
IMP GMG50852\$9.99





NINJA DICE: KAGE MASTERS EXPANSION

Now you can play *Ninja Dice* as one of five new, unique characters known as kage masters - an elite ninja, the leader of his or her village, and master of the clan's hidden techniques. Each kage boasts their own die and character card, complete with special abilities unique to that kage, and 12 new Location cards. Scheduled to ship in February 2016.

PSI GNE0050\$9.99



NINJA DICE: TEAM LOCATIONS EXPANSION

Are you ready to join forces with your ninja friends in this epic team-based Location card expansion for *Ninja Dice*? Inside this box are 24 Team Locations that can only be beaten with the sheer force of cooperation. *Team Locations* introduce new art, new stories, and exciting new ways to play the push-your-luck dice game where the direction of the dice matters! Scheduled to ship in February 2016.

PSI GNE0052\$4.95

GREEN RONIN PUBLISHING



A SONG OF ICE AND FIRE RPG: NARRATORS KIT REVISED EDITION

This revised edition of the *Narrator's Kit* for *A Song of Ice and Fire Roleplaying* features a three-panel, hardback screen with useful tables and charts, and includes a full-color poster map of Westeros, an introductory adventure, four quick reference cards that put key rules at your

fingertips, and a combat tracker that you can write on with wet or dry erase markers. Scheduled to ship in March 2016.

GRR 2711\$24.95



FANTASY AGE GAME MASTERS KIT

A key accessory for your *Adventure Game Engine* campaigns, the *Fantasy AGE Game Master's Kit* features a three-panel hardback screen with all the essential game info you need at the table. It also includes four quick reference cards that put the stunts and actions at your fingertips, and a combat tracker that you can write on with wet or dry erase markers. Scheduled to ship in February 2016.

GRR 6003\$19.95



MUTANTS & MASTERMINDS GAME MASTERS KIT REVISED EDITION

A key accessory for your superhero campaigns, the *Mutants & Masterminds Game Master's Kit* features a sturdy and practical 3-panel hardback screen packed with all the charts and tables you need to play the World's Greatest Superhero RPG. The kit also includes four quick reference cards and a combat tracker that you can write on with wet or dry erase markers. Scheduled to ship in February 2016.

GRR 5512\$19.95



ADVENTURELAND

King Agamis rules from his castle. Rich cities, vast forests, and rugged mountain ranges dominate his domain. The rapid river is known to be lined with gold and the forests filled with medicinal herbs, but dangers lurk beneath the fog! Only the bravest adventurers dare to face the challenges and earn the king's favor in *Adventure Land*! Scheduled to ship in March 2016.

HAB 301776\$40.00



ANIMAL UPON ANIMAL 10TH ANNIVERSARY EDITION TIN

Winner of the Major Fun! Award and recipient of the Mr. Dad Seal of Approval! Celebrate 10 years of wobbly, stacking fun with this Commemorative Edition of *Animal Upon Animal* featuring a silver-painted crocodile and embossed metal game tin! Scheduled to ship in March 2016.

HAB 300675\$23.99



KARUBA

Finally! After a long boat trip, the treasure hunters have reached the island of Karuba. Now, who will lead their expedition team along the quickest route through the jungle trails while keeping an eye out for gold and crystals along the way? Hurry up and be the first to reach the temples to collect the most valuable treasures. But, be careful! Many paths have dead ends - so you need to be patient and attentive in order to discover the best way through the jungle and the hidden treasures that await! Scheduled to ship in March 2016.

HAB 300932\$35.00



SPOOKIES

The haunted house looks even scarier than usual in the light of the full moon. But, four fearless friends and their daring dog bravely enter the haunted house. Who dares climb up the highest? The higher you climb, the more *Spookies* you can scare up! Scheduled to ship in March 2016.

HAB 300946\$25.00

IDW GAMES

SPOTLIGHT ON



AWESOME KINGDOM: MINES & LABYRINTHS

This completely stand-alone expansion to *Awesome Kingdom* contains two new dungeons, sending Heroes into either the Cretin's Labyrinth or the Mines of Murray. Featuring all-new monsters, traps, and treasures, *Mines & Labyrinths* will test the powers of the Awesome Ocho like never before!

IDW 01028\$29.99



BACK TO THE FUTURE: OUTATIME DICE GAME

Get ready for fast-paced fun - 88-MPH fast, to be precise! *Back To The Future: OUTATIME* is a dice-rolling, press-your-luck race to be the first to gain the 1.21 gigawatts needed to power your DeLorean! In a unique twist, your opponents will be able to use some or even all of your dice to power themselves up on your turn, so you'll have to decide when to play it safe and when to put the peddle to the metal in this lightning fast adventure!

IDW 01026\$14.99



RANDOM ENCOUNTER: PLAINS OF THE TROLL KING

Part poker, part tactical combat, *Random Encounter: Plains of the Troll King* pits players against each other in a battle of bravery and bluffs. Deploy your adventurers into teams, and send them to battle against unknown enemies, all while protecting your precious coveted pile of loot.

IDW 01024\$19.99

KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE

Scheduled to ship in March 2016.

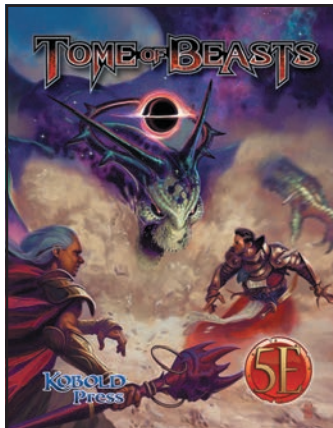
#230 KEN 230\$5.99

#231 KEN 231\$5.99

#232 KEN 232\$5.99

#233 KEN 233\$5.99

KOBOLD PRESS



DUNGEONS & DRAGONS RPG: TOME OF BEASTS HARDCOVER

Whether you need dungeon vermin or a world-shaking personification of evil, the *Tome of Beasts* brings more than 400 new monsters to your 5th Edition campaign! This richly-illustrated supplement includes monsters from the entire history of Kobold Press, with longtime favorites such as clockwork creatures, drakes and dragons, devils and arch-devils, and dangerous flavors of the fey. Scheduled to ship in June 2016.

PZO KOBTOB1001\$49.99



PATHFINDER: ADVANCED RACES COMPENDIUM HARDCOVER

Monstrous Heroes Arise! Sometimes, unlikely heroes emerge from strange and forbidden places: dragons' dens, murky swamps, magical forges, and the realms of Shadow. Packed with PC racial feats, traits, spells, bloodlines, gear, magic items, and archetypes for Gearforged, Lizardfolk, Kobolds, Tiefling, Gnolls, Shadow Fey, and more, the *Advanced Races Compendium* gives you everything you need to play a monstrous adventurer in the *Pathfinder Roleplaying Game*.

PZO KOBMSCPF\$49.99



YU-GI-OH! TCG: YUYA STARTER DECK DISPLAY (10)

Fans of the *Yu-Gi-Oh!* animated series will be delighted to Duel with cards used and inspired by Yuya, the main protagonist in the newest generation of the *Yu-Gi-Oh!* manga and animated series, *Yu-Gi-Oh! ARC-V*. Featuring a new Performapal-themed Deck showcasing 10 brand-new cards like Performapal Sleight Hand Magician as well as previously released cards including Lightning Vortex, Book of Moon, and Pendulum Reborn, *Starter Deck - Yuya* is a 43-card pre-constructed Deck right out of the box, making it the perfect way for new Duelists to be introduced to the *Yu-Gi-Oh! Trading Card Game*. Offered in 10-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 82771-D\$99.90

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: SHINING VICTORIES BOOSTER DISPLAY (24)

The saga of the Blue-Eyes White Dragon continues in *Shining Victories*! This 100-card expansion for the *Yu-Gi-Oh! Trading Card Game* marks the return of Blue-Eyes White Dragon and a plethora of specially crafted "Blue-Eyes" monsters and support cards to help crush non-believers of Kaiba! *Shining Victories* also introduces a few new themes to the *Yu-Gi-Oh! Trading Card Game* universe such as Lunlight, Digital Bug, and the devastating Amorphage Dragons, the living embodiments of the seven deadly sins! 9-cards per pack / 24-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 82728-D\$95.76

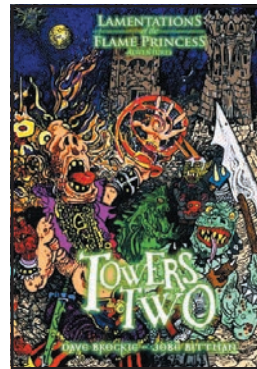


YU-GI-OH! TCG: SHINING VICTORIES SPECIAL EDITION BOX DISPLAY (10)

The saga of Blue-Eyes continues in *Shining Victories Special Edition*! *Shining Victories* introduces new themes to the *Yu-Gi-Oh! Trading Card Game* such as Lunlight, Digital Bug, and the devastating Amorphage Dragons, the living embodiments of the Seven Deadly Sins! Plus, Duelists can add Kozmo Dark Planet or Performapal Odd-Eyes Light Phoenix, along with Crystal Wing Synchro Dragon or Red-Eyes Toon Dragon to buff their current arsenal. Each *Shining Victories Special Edition* contains three *Shining Victories* Booster Packs, plus one Super Rare Foil and one Foil Preview Card. Offered in 10-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 82755-D\$99.90

LAMENTATIONS OF THE FLAME PRINCESS



LAMENTATIONS OF THE FLAME PRINCESS RPG: TOWERS TWO

The Ultimate in Sleaze and Sorcery! Scheduled to ship in April 2016.

IMP LFPO021\$27.99



LAMENTATIONS OF THE FLAME PRINCESS RPG: WORLD OF THE LOST

Quicksand, Jungle Rot, and Psychotic Robots! Scheduled to ship in April 2016.

IMP LFPO038\$34.99

LOOT CORPS



DRUNKQUEST: 90 PROOF SEAS

The first expansion to *DrunkQuest*, *The 90-Proof Seas* features 100 new cards that introduce new Heroes, Realms, Monsters, and mechanics to the best drinking game ever, as well as new actions and strategies to drink your way to max level! Scheduled to ship in March 2016.
NJD 430102\$25.95

LUDICREATIONS



OPERATION KINDERGARTEN

In the grim world of kindergarten, where juice is the fuel of chaos, the playground is the ultimate arena, and the struggle against tantrums is real, the teachers - the guardians of order - remain ever vigilant, ready to jump in and take the ball away at a moment's notice...if they have to. While the situation in the battlefield appears calm, hostilities are imminent. The yard remains rife with dangers, and the tribes of kindergartners shall be unleashed upon each other when the schoolbell rings! Who will prevail in the ultimate battle between light and darkness, order and chaos, disinfectant and sharp objects?
PGS LDR158000\$55.00



TOWN CENTER

Build! Grow! Create! In *Town Center*, Alban Viard's fun, quick, and challenging city-building game, players build a city - in particular, the town center. They add cubes on their personal board and try to arrange them as best as possible in order to score the most victory points. Flats, shops, offices, generators, lifts, car parks, And the town hall can be built and stacked during the course of the game. The bigger and higher your city is, the more victory points you'll earn.
PGS LDR143000\$55.00

MAGE COMPANY GAMES



12 REALMS

Siegfried, Snow White, D'Artagnan, Red Riding Hood, and the other heroes of the Twelve Realms are being reunited for one last great adventure. The Dark Lords have joined forces to completely conquer and subjugate all the Known Lands, and only the combined efforts of all the greatest heroes can halt their nefarious plan! Scheduled to ship in April 2016.
NJD 420201\$69.95



RAID & TRADE

From the ashes of a devastating third World War, a precious few Golden Cities emerge offering hope to those who struggle for survival in the wastelands. In *Raid & Trade*, a post-apocalyptic game of negotiation, exploration, and tough decisions, players explore the ruins of the modern world completing quests, honing their skills, and maneuvering for social status in order to claim a precious spot as a citizen with a Golden City. Scheduled to ship in April 2016.
NJD 420101\$59.95

MAX PROTECTION

SHUFFLE-TECH SLEEVES (50)

ANOTHER ROUGH DAY

Scheduled to ship in February 2016.
MAX 7060L NRD PI

FIRE ANGEL

Scheduled to ship in February 2016.
MAX 7060L AOR PI

PLAY MATS

Scheduled to ship in February 2016.



BRITAIN-UNION JACK

MAX 8010MGBR PI



USA-OLD GLORY

MAX 8010MUSA PI

MAYDAY GAMES



ASSASSINCON

Welcome to *AssassinCon*, the annual convention where assassins meet to show off tools and skills - and decide who's the best in the world! This year the contenders have decided to take it out of the judge's hands. Do you have what it takes? Can you safely navigate the treacherous crowds of the most dangerous *AssassinCon* yet? The goal in *AssassinCon* is to catch your target while evading your assassin. Points are scored for successfully assassinating a player, identifying your would-be killer, or scaring players into making mistakes as a ghost from beyond the grave, so even dead players are still in on the action! Scheduled to ship in June 2016.
PSI MG4225\$25.95

DUNGEON BUSTERS

To Thine Own Self Be True! Join five weary warriors on a journey for a mysterious dungeon rumored to be filled with precious gemstones. But there's a hitch: ferocious monsters are guarding the gems! If the warriors join forces they can defeat them. But, the coward who, blinded by greed, chooses not to fight might get his companions punished by the monsters! The warrior who remains loyal (and will betray at the right time) is the genuine hero of *Dungeon Busters*! Scheduled to ship in June 2016.
PSI MG4233\$20.00



GARBAGE DAY

It's Time to Take Out the Trash! There's an epic battle of wits being slyly waged among you and your roommates. No one speaks of it, or even acknowledges its existence, but when it comes to taking out the garbage, it's all about the art of the dodge. In the pursuit of avoidance, each dexterously stacked banana peel represents a small victory. That candy wrapper hidden in the deep recesses of your room is a silent success. But the greenish milk carton you secretly stashed under your roommate's bed, that was a stroke of genius! That is, until you get caught making a mess while everyone else pretends they would never be so childish - as to get caught. Be careful and be cunning because only the champion can gloat in a hammock while everyone else lugs out the trash in *Garbage Day*! Scheduled to ship in March 2016.
PSI MG4228\$15.00



MINI METEOR COOPERATIVE GAME

Only you can save the world from impending doom! In five-minutes a meteor storm will impact Earth, unless you can work together to blast the meteors to oblivion! Work cooperatively, pool your resources, and launch rockets to obliterate the impending threat - or cockroaches will inherit the planet! No pressure - it's just the fate of the world in *Meteor*, a realtime, cooperative card game. Scheduled to ship in June 2016.
PSI MG4318\$25.00





MOW MONEY

Spring has sprung in Walkerville, and the lawns are coming back to life after the long, cold winter. In *Mow Money*, players compete as start-up landscape company owners armed with a push-mower, a few bucks, and big dreams of growing your businesses into landscaping powerhouses. Through cunning management of bids and odd jobs, your goal is to earn the best reputation - but, earning some extra green won't hurt!

PSI MG4317.....\$25.00



PREMIUM CUSTOM CARD SLEEVES (SAILS OF GLORY SIZED)

50 X 75 MM
MDG 7135.....\$2.50

PREMIUM CUSTOM POLICE PRECINCT GAME SLEEVES (50)

63.5 X 92 MM
MDG 7139.....\$2.50

PREMIUM CUSTOM TINY EPIC KINGDOMS SLEEVES

88 X 125 MM (50)
MDG 7148.....\$3.50

PREMIUM MAGNUM GOLD SLEEVE: 80 MM X 120 MM CARD SIZED - DIXIT

MDG 7146.....\$3.50

PREMIUM MAGNUM PLATINUM SLEEVE: 61 X 112 MM DWARF KING FRENCH TAROT

MDG 7143.....\$3.50

PREMIUM MAGNUM SILVER SLEEVE: 70 X 110 MM SIZED - LOST CITIES (50)

MDG 7144.....\$3.50



PREMIUM MEDIUM SQUARE CARD SLEEVES 80 X 80 MM (50)

MDG 7145.....\$2.50



PREMIUM RACE! FORMULA 90 CARD SLEEVES (50) 55 X 80 MM

MDG 7137.....\$2.50

PREMIUM ROMAN CARD SIZED TRIBUNE SLEEVES (50)

49 X 93 MM
MDG 7138.....\$2.50

PREMIUM SPACE CARD SLEEVE: 61 X 103 MM SPACE ALERT / DUNGEON PETZ

MDG 7142.....\$3.50

PREMIUM YUCATAN NARROW CARD GAME SLEEVES

54 X 80 MM (50)
MDG 7136.....\$2.50

MINION GAMES



PERSPECTIVE

It's not what you see, it's what you know in *Perspective*, a micro-game of memory, deduction, and limited knowledge. Scheduled to ship in April 2016.

IMP MNI-PER100.....\$9.99

MODIPHIUS



ACHTUNG! CTHULHU: ASSAULT ON THE MOUNTAINS OF MADNESS

An Ancient Evil rises at the End of the World! In *Achtung! Cthulhu: Assault on the Mountains of Madness*, following a trail of strange events and clues to an ill-fated earlier expedition, the Allies discover an Antarctic infested with Nazis. Now, they must launch themselves into the frozen continent to face the power of the elements, unbelievable ancient mysteries, and a stunning climax that could change the face of the world forever! Scheduled to ship in April 2016.

IMP MUH050029.....\$64.99



ACHTUNG! CTHULHU RPG: SECRETS OF THE DUST

'See the world!' they said - from a London invaded by Axis forces to pre-Mayan ruins in the Amazon jungle, millennia-old secrets of the *DUST* universe await in all corners of the Earth. Embark on a whirlwind campaign that pits an elite Allied team against the Axis, SSU, remnant Nazis, and a secretive cult in a race for the legendary Seven Seals! A pulse-pounding mash-up of both the universes of Paolo Parente's *DUST* and *Achtung! Cthulhu*, *Secrets of the DUST* brings rules for walkers and alien tech over into *Achtung! Cthulhu* and pits you against the Axis powers of an alternative earth trying to influence the Secret War. Scheduled to ship in April 2016.

IMP MUH050028.....\$32.99



AIRFIX BATTLES: THE INTRODUCTORY WARGAME

Whether it's British commandos, US Marines, or Germany's Afrika Korps, Airfix's 1/72 scale soldiers have been fighting their wars across carpets, dining tables, and gardens for decades. Fondly remembered and famous for their line of injection-molded, plastic aircraft, tanks, and soldiers, the Airfix brand has been synonymous with model kits for years - and now it's back with a vengeance with *Airfix Battles*, bringing those adventures to life on your tabletop! Playable with all existing Airfix figures and vehicles, the *Airfix Battles* Introductory Set comes with everything you need to play, including over 100 cardboard counters of US & German tanks, infantry, and terrain, two double-sided maps, a Mission Book, a Rulebook, dice, a Command Deck, and a 54-card deck of Force Cards to help build and plan your army. Scheduled to ship in June 2016.

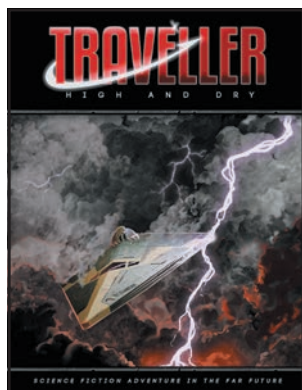
IMP MUH050360.....\$35.99

SYMBAROUW RPG

Explore the vast Forest of Davokar in the hunt for treasures, lost wisdoms, and fame. Visit the eleven barbarian clans to trade or plunder their treasures. Establish a base of power among princes, guilds, or rebellious refugees in the capital city of Yndaros. Or survive encounters with famished Arch Trolls, dark-minded Blight Beasts, and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. *Symbaroum*, the acclaimed Swedish dark fantasy roleplaying game, is now available in English for the first time! Scheduled to ship in April 2016.

IMP MUH100001.....\$53.99





**TRAVELLER RPG: ADVENTURE -
HIGH AND DRY**

The perfect start to a *Traveller* campaign set in the Spinward Marches, *High and Dry* provides Travellers with a starship - and a whole bag of problems to go with it! Scheduled to ship in May 2016.

S2P MGP40001\$14.99



TRAVELLER RPG: HIGH GUARD

Your Warp Drives Await! A core expansion to *Traveller*, *High Guard* enables players to design, build, and fly spacecraft of all types found throughout the galaxy, and includes rules to modify existing ships, design high performance space superiority flyers, and construct the largest capital ships to travel the space lanes. *High Guard* also presents new approaches to handling spacecraft operations, from engaging in vicious boarding actions and spacecraft security, to accessing technologies seen in science fiction settings beyond the Third Imperium. Scheduled to ship in May 2016.

S2P MGP40002\$49.99

**MUTHA OITH
CREATIONS**

**GZOINK: EXPANSION 3 - A
BUNCH OF NEW LOWDOWNS**

Add more zaniness to your *G'Zoinik* game with this provocative and astonishing new expansion that brings 25 new Lowdown cards (including splats, fixes, and hookups) to the party! Scheduled to ship in February 2016.

S2P MOC30010\$8.95

**GZOINK: EXPANSION 4 - THAT
ONE PLACE WITH ALL THE SAND**

Add 134% more zaniness to your *G'Zoinik* card game with this provocative and astonishing new expansion that brings 25 new Lowdown cards (including Splats, Fixes, and Hookups) to the party! Scheduled to ship in May 2016.

S2P MOC30011\$8.95

**SAVAGE WORLDS
RPG: LOW LIFE
MINIATURES**

Scheduled to ship in February 2016.



FUNGUYS

SHORT

S2P MOC40014A\$7.95

TALL

S2P MOC40014B\$9.95

**SAVAGE WORLDS
RPG: LOW LIFE
MINIATURES**

Scheduled to ship in May 2016.

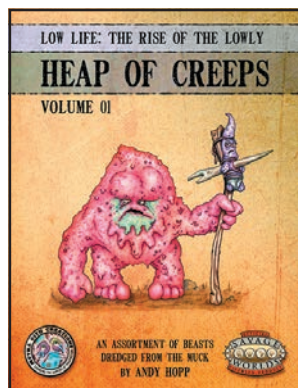
**QONN ON THE COB
(SHORT COBLIN)**

S2P MOC40021A\$9.95



SUNNY HINDQUARTERS

S2P MOC40020\$9.95



**SAVAGE WORLDS RPG: LOW LIFE
- THE RISE OF THE LOWLY
HEAP OF CREEPS SET 1**

Heap of Creeps features an assortment of beasts dredged up from the muck for use with *Low Life: Rise of the Lowly*. Scheduled to ship in May 2016.

S2P MOC21000\$19.95

HENGIST

ONE PLAYER

HENGIST

FOR TWO PLAYERS

THERE ARE SO MANY TOWNS, VILLAGES, MONASTERIES, AND ESTATES WAITING TO BE PILLAGED! WHO WILL GAIN THE MOST FAME AND FORTUNE?

Mayfair Games®

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f t p i

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NINJA DIVISION GAMES

NINJA ALL-STARs

Scheduled to ship in March 2016.



CLAN IKA
NJD 010200\$36.95



CLAN TORA
NJD 010300\$36.95



HANZO
NJD 010815\$12.95



MIZUCHI
NJD 010202\$12.95



RYU
NJD 010302\$12.95

NINJA ALL-STARs

Scheduled to ship in April 2016.

BENKEI
NJD 010811\$12.95

MOCHIZUKI
NJD 010809\$12.95

MOMOTARO
NJD 010801\$12.95

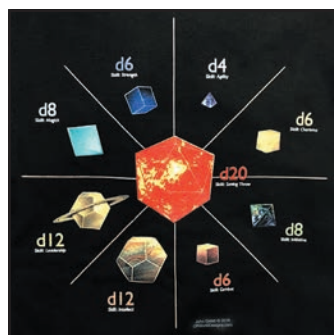
YAGYU JUBEI
NJD 010804\$12.95

NOCTURNAL MEDIA



**GLADIATOR:
QUEST FOR THE RUDIS**
To the Gladiator, the sand of the arena was sacred ground, annointed by the blood of their brothers-in-arms. Thrill to the clash of sword on shield as your heavily armored secutor leaps high to avoid the sweeping net of your opponent's retiarius. Grimace as the curved blade of your opponent's sica slashes the chest of your mighty murrillo after their defense fails. All the excitement and spectacle of the ancient Roman arena is faithfully recreated in the tactical-level, combat card game *Gladiator: Quest for the Rudis*! Featuring 16 unique gladiators donning historically accurate armor rated for protection and placement, *Gladiator: Quest for the Rudis* places you on the sandy floor of the arena, in the role of a slave gladiator with deadly attacks and deft defenses at your disposal. Scheduled to ship in February 2016.
PSI NMQR1\$59.99

OFFWORLD DESIGNS



DICE PLANETS T-SHIRT
Scheduled to ship in February 2016.
(M) OWD 4036-M PI
(L) OWD 4036-L PI
(XL) OWD 4036-XL PI
(XXL) OWD 4036-XXL PI



**FREE RPG DAY T-SHIRT:
GIVE A LITTLE GAME (ASH)**
Scheduled to ship in April 2016.
(M) OWD 6015-M PI
(L) OWD 6015-L PI
(XL) OWD 6015-XL PI
(XXL) OWD 6015-XXL PI



**FREE RPG DAY T-SHIRT:
GIVE A LITTLE GAME (WHITE)**
Scheduled to ship in April 2016.
(M) OWD 6014-M PI
(L) OWD 6014-L PI
(XL) OWD 6014-XL PI
(XXL) OWD 6014-XXL PI



PEACE LOVE GAMING T-SHIRT
Scheduled to ship in February 2016.
(M) OWD 40037-M PI
(L) OWD 40037-L PI
(XL) OWD 40037-XL PI
(XXL) OWD 40037-XXL PI

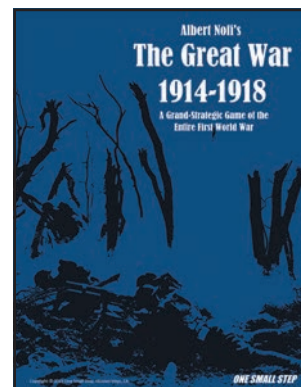


**SHOOT FIRST THINK NEVER
T-SHIRT**
Scheduled to ship in February 2016.
(M) OWD 19081-M PI
(L) OWD 19081-L PI
(XL) OWD 19081-XL PI
(XXL) OWD 19081-XXL PI



STILL MINT T-SHIRT
Scheduled to ship in February 2016.
(M) OWD 19082-M PI
(L) OWD 19082-L PI
(XL) OWD 19082-XL PI
(XXL) OWD 19082-XXL PI

ONE SMALL STEP GAMES



**ALBERT NOFI'S THE GREAT WAR:
1914 - 1918**
The Great War is a strategic level, area-movement system simulation of the First World War. On a map of Europe as it was in 1914, divided into a number of distinct geo-political areas, players maneuver Armies, Corps, Naval Squadrons, and other types of units, engage in mobilization, combat, and diplomacy, and attempt to meet their victory conditions. Scheduled to ship in May 2016.
S2P OSS2158\$64.95



PATHFINDER ADVENTURE CARD GAME: GUNSLINGER CLASS DECK

With Deadly Aim! Gunslingers wield the secrets of black powder to loud and deadly effect. Each 109-card *Gunslinger Class Deck* for the *Pathfinder Adventure Card Game* contains three new characters - including a new version of the iconic gunslinger Lirianne - and both new and familiar weapons, armor, items, and other boons that will launch your gunslinger through an entire Adventure Path. Scheduled to ship in June 2016.

PZO 6816\$19.99



PATHFINDER ADVENTURE PATH: HELL'S VENGEANCE PART 5 - SCOURGE OF THE GODCLAW

Now bound to Queen Abrogail by infernal contracts, the villainous adventurers are given the task of destroying the Glorious Reclamation's headquarters in the former citadel of the Hellknight Order of the Godclaw, where they face a gold dragon that was once an ally of Iomedae herself! A *Pathfinder Roleplaying Game* adventure for 13th-level characters, *Scourge of the Godclaw* continues the *Hell's Vengeance Adventure Path*. Scheduled to ship in June 2016.

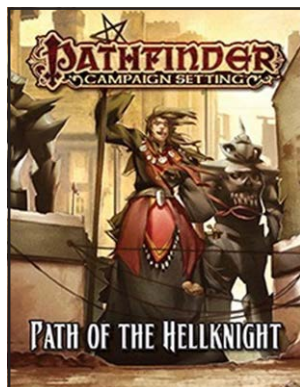
PZO 90107\$24.99



PATHFINDER MAP PACK: PERILOUS PATHS

Watch Your Step! *Pathfinder Map Pack: Perilous Paths* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create a variety of treacherous cliffside tracks. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in June 2016.

PZO 4062\$14.99



PATHFINDER CAMPAIGN SETTING: PATH OF THE HELLKNIGHT

Merciless, black-armored enforcers, Hellknights care nothing for good or evil, only the order's absolute, unflinching vision of law. In *Pathfinder Campaign Setting: Path of the Hellknight*, you'll join the ranks of the Pathfinder world's harshest champions of order - knights tempered by ironclad discipline and the flames of Hell itself! Learn the ways of the Hellknights' ruling oaths, their true ties to the legions of Hell, and more secrets of the fearsome organizations. Characters will also lay claim to the complete Hellknight arsenal, from terrifying battle arts and grim equipment to the secrets of masked signifiers' battlefield magic. Scheduled to ship in June 2016.

PZO 9293\$22.99



PATHFINDER FLIP-MAT: BIGGER DUNGEON

Dungeon crawling is deadlier than ever before with *Pathfinder Flip-Mat: Bigger Dungeon*! Fully laid out, *Flip-Mat: Bigger Dungeon* measures 27" x 39", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in June 2016.

PZO 30074\$19.99



PATHFINDER PLAYER COMPANION: SPYMASTER'S HANDBOOK

It's a truism that knowledge is power, and the ability to acquire knowledge others wish to keep secret is an even greater form of power. Discover the dark backgrounds of those who grow to be masters of espionage with *Pathfinder Player Companion: Spymaster's Handbook*. Learn how dangerous plays, concealed loyalties, and information dealing can change the outcome of an encounter. Plus, read about the ultimate secret-keepers, the vigilantes of the Inner Sea, and new character options including espionage-themed spells, organizations, and magic items. Scheduled to ship in June 2016.

PZO 9469\$14.99

PASSPORT GAME STUDIOS

THE GREAT ZIMBABWE

The Great Zimbabwe is a game about building a trade-based civilization inspired by the old kingdoms surrounding the Great Zimbabwe, a world heritage site in southern Africa. Scheduled to ship in July 2016.

PGS SPLTGZ\$68.90

INDONESIA

Judging by the smirk on the face of the Sultan of Solo, the businessman from North Sumatra has just made a mistake. And a costly one at that, too. He has paid way too much for merging his rubber company with the Sultan's extensive rubber plantations: there are no ships in the area to transport the rubber to the booming cities of Java. And the Sultan is now dripping in cash - he can bribe city authorities so that his ships will gain preferential access to those ports where they are competing. Or he might invest in building an oil imperium. But, wait! What's that young fellow over there up to? Buying all the shipping lines? That might change the outlook... considerably, in fact. Scheduled to ship in July 2016.

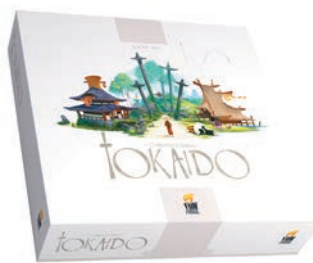
PGS SPLINDO\$68.90



TITAN RACE

Become the Living Legend of Neverworld! Pit your Titans against one another in a completely crazy, furious race! You play as a rider and his titanic mount, using your power, cunning, and all sorts of magical objects to try to win. Ram into your opponents to weaken them, so you can cross the finish line first and become the next legend of Neverworld! Who will win this diabolical race for glory?

PGS TTR01US\$30.00



TOKAIDO: COLLECTOR'S ACCESSORY PACK

Use this Deluxe Accessory Pack to enhance your game play experience of *Tokaido*!

PGS TKDCAP01\$50.00

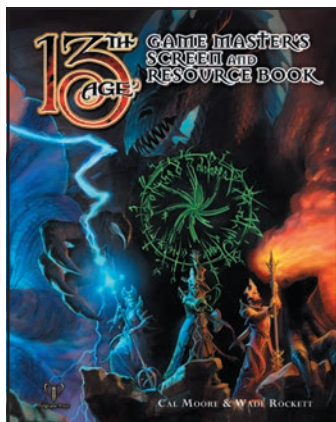


TOKAIDO: MATSURI EXPANSION

This expansion to *Tokaido* brings new cards and tokens to the game, allowing players to experience Japanese feasts and festivals on their path to enlightenment along the East Sea Road.

PGS TKDMATUS01\$25.00

PELGRANE PRESS



13TH AGE RPG: GM SCREEN AND RESOURCE BOOK

Showcasing new art by Aaron McConnell and Lee Moyer, this GM Screen and Resource Book features all the essential information a GM needs to run a 13th Age campaign, plus new hints, tips, and tables to inspire creativity, and a comprehensive fold-out map of the Dragon Empire. Scheduled to ship in February 2016.

IMP PEL13A10.....\$24.95

PINNACLE ENTERTAINMENT GROUP

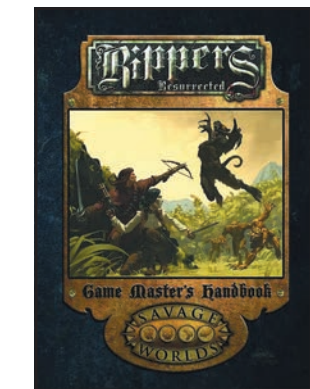
SAVAGE WORLDS RPG

Scheduled to ship in May 2016.



RIPPERS RESURRECTED - DOUBLE ACTION DECKS

S2P 10327.....\$19.99



RIPPERS RESURRECTED - GAME MASTERS HANDBOOK LIMITED EDITION (HARDCOVER)

Three years ago, Johann Van Helsing led the Rippers - an ancient organization dedicated to fighting evil - against the forces of the diabolical Cabal. At great cost to life, limb, and reason they won. But, in 1895, a new evil stirs in the dark of night, straining at the walls of its eternal prison. Its fiendish servants comb the globe, seeking a way to free their master and consume the world with shadows. Only the Rippers stand against them. But, to triumph they must face their oldest nemesis - and their deepest fears! The *Rippers Resurrected* Game Master's Handbook contains everything a Game Master needs to run adventures in the Victorian era, including expanded information about the Rippers' world, secrets of the Cabal and other threats facing the Rippers, an adventure generator, the all-new Plot Point Campaign "Return of Evil", a host of all-new Savage Tales, and stats for all the Rippers' steadfast allies and fiendish enemies.

S2P 10321LE.....\$24.99

RIPPERS RESURRECTED - GM SCREEN WITH ADVENTURE

The GM Screen features a sturdy, full-color, three-panel, landscape format screen with all the pertinent stats and data necessary to run a *Rippers Resurrected* campaign, complete with an introductory adventure ("Lord of the Underworld").

S2P 10322.....\$19.99



RIPPERS RESURRECTED - MAP 1: CASTLE DRACULA/COUNTRY HOUSE

S2P 10324.....\$14.99

RIPPERS RESURRECTED - FRIGHTFUL EXPEDITIONS LIMITED EDITION (HARDCOVER)

Take your Rippers on adventures around the world, into the far corners of the Empire, exotic locales beyond, and the shadowy corners best left forgotten! *Frightful Expeditions* features more info on all seven continents, and new creatures and Savage Tales to go with them!

S2P 10323LE.....\$24.99



RIPPERS RESURRECTED - MAP 2: URBAN ALLEYS/ANCIENT TOMBS

S2P 10325.....\$14.99



RIPPERS RESURRECTED - MAP 3: WORLD OF RIPPERS/LODGE

S2P 10326.....\$14.99



RIPPERS RESURRECTED - PLAYERS GUIDE LIMITED EDITION (HARDCOVER)

At the Nineteenth Century's end, a shadow lies upon Europe and the world. The mythological creatures of the night - vampires, werewolves, and far worse - stalk the darkness seeking innocent blood. Only the Rippers, members of an ancient organization dedicated to fighting evil, stand against them. But to win this battle, the Rippers must use all their foes' weapons against them, and preserve their own embattled sanity. It's time to take back the night - again! The *Rippers Resurrected* Player's Guide contains everything players need to create the Ripper heroes who oppose evil's machinations, including information on the Victorian era, the various Rippers Factions and the frightening world they call home, new Hindrances and Edges, gear, and Setting Rules for Ripper Lodges, Reason, Status, and more. Plus, newly revised rules for rippertech allow heroes to "rip" their enemies' supernatural traits and graft them to other Rippers!

S2P 10320LE.....\$24.99



SAVAGE TALES OF HORROR - VOLUME 1 LIMITED EDITION (HARDCOVER)

Dare to wander the Black Forest in search of witches foul, where you may lose your soul - to the Face Snatchers! Brave the bitter northern chill, where brain freeze is the least of your worries. At least someone will keep those beautiful looks of yours in Cold Storage! Relax for a lakeside Spring Break at The Retreat - if you can ignore the scratching at the door, and the deadly smiles of the townsfolk! Investigate by gaslight the ghostly hauntings of the magnificent Manor of Blood. It's very inviting, but doesn't want you to leave! And, the suspicious death of an old friend drives you to find answers somewhere in the Moonshine Blues of New Orleans, where mobsters and magic mingle!

S2P 10550LE.....\$24.99



SAVAGE TALES OF HORROR - VOLUME 2 LIMITED EDITION (HARDCOVER)

In "Love on a Mountain", the heart can be just as deadly as a gunslinger, and more tragic than a shot to the gut! Missing livestock is blamed on wolves, but what is that sound at night, creeping from within the cracks...something that Skitters! As part of an elite team sent to protect staff at an enigmatic Ice Hotel, there's something evil lurking in the frozen wastes, ancient and wanting...for Blood on Ice. As players in a roleplaying game you love to fight demons and monsters as wizards and warriors. But what about when the LARP of Horror becomes all too real? And, when the terraforming colony of Rosewood loses contact, your specialist team is sent to investigate. But what is this strange, creeping flora grown by the elusive colonists, and what is their dark secret?

S2P 10551LE.....\$24.99



SAVAGE TALES OF HORROR - VOLUME 3 LIMITED EDITION (HARDCOVER)

Your unit is stranded on an Isle of Death, where Nazis don't just come for you - they don't stay dead! The shards of a Witch's soul is written in The Final Page of an ancient tome of evil. Who else can stop this terror but you, the Accursed, those who are witchmarked themselves! A deep space distress call reignites a bitter eons-old war between two deadly adversaries, intent on drawing you into their conflict, or to just Hear You Scream! Hotel 96 is waiting for you. It promises fine music, great food, and a release for the soul. But, it has a burning desire to make you stay for good! And, ghostly aspirations roam old London town, while a dancing craze causes death by euphoric exhaustion. Who will survive The Dance of the Dead? S2P 10552LE..... \$24.99

PLASTIC SOLDIER COMPANY



THE GREAT WAR: TANK EXPANSION

Recreate the iconic first tank battles amongst the trenches of the Western Front in 1916-1918 such as Cambrai, Villiers-Bretonneux in this first exciting expansion pack for Richard Borg's *Command and Colours: The Great War. Tank!* contains six highly detailed and pre-assembled 1/100th scale World War One British and German tank models, two German artillery pieces and eight crew figures, two punchboards of tokens and new terrain tiles, a booklet of additional special rules including bogging down and "tankschrecken" and 18 scenarios, as well as bonus Whippet tank scenarios and rules for onboard artillery. Scheduled to ship in February 2016. PSC TGW020..... \$39.50

THE GREAT WAR: WHIPPET TANK EXPANSION PACK

Scheduled to ship in February 2016. PSC TGW018..... \$16.50

POKÉMON USA

POKÉMON TCG:

ASH-GRENINJA EX BOX

Ash-Greninja Strikes Silently! It's time to add a little ninja style to your Pokémon battling - and Ash-Greninja is just the Ninja Pokémon to do it! The *Ash-Greninja-EX Box* for the *Pokémon Trading Card Game* includes a never-before-seen foil promo card featuring Ash-Greninja-EX, four *Pokémon TCG* booster packs, an oversized card featuring Ash-Greninja-EX, and a code card for the *Pokémon Trading Card Game Online*. PUI 80127..... PI



POKÉMON TCG:

MYTHICAL POKÉMON DARKRAI COLLECTION BOX

Now Darkrai is yours to command! Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! The *Mythical Pokémon Collection - Darkrai* for the *Pokémon Trading Card Game* contains a never-before-seen foil promo card featuring Darkrai, a Darkrai collector's pin, two special *Pokémon TCG: Generations* Booster Packs, and a code card for the *Pokémon Trading Card Game Online*. PUI 80089..... PI



POKÉMON TCG:

MYTHICAL POKÉMON JIRACHI COLLECTION BOX

Now Mew is at Your Command! Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! The *Mythical Pokémon Collection Mew* for the *Pokémon Trading Card Game* includes a never-before-seen foil promo card featuring Mew, a Mew collector's pin, two special *Pokémon TCG: Generations* Booster Packs, and a code card for the *Pokémon Trading Card Game Online*. PUI 80088..... PI



POKÉMON TCG:

XY FATES COLLIDE

Showcasing Zygarde in its many different forms, this 120-card expansion for the *Pokémon Trading Card Game* features five new Pokémon BREAK with a newly introduced game mechanic, and 13 new Pokémon-EX (including three Mega Evolution Pokémon). Offered in 8-count displays, each 60-card Theme Deck contains a collectible metallic coin, a 2-player playmat, Damage Counters, a rulesheet, a card checklist, a deck box, and a code card for the *Pokémon Trading Card Game Online*. Also available are 10-card boosters packed in 36-count displays, and three-booster Blister Boxes. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36)

PUI 80113-D..... PI

THEME DECK DISPLAY (8)

PUI 80118-D..... PI

THREE BOOSTER BLISTER BOX

PUI 80115..... PI

POKÉMON TCG: XY FATES

COLLIDE ELITE TRAINER BOX

Each *Elite Trainer Box* contains eight XY - *Fates Collide* Booster Packs, 65 card sleeves featuring Mega Alakazam, 45 Energy cards, a player's guide to XY - *Fates Collide*, six damage-counter dice, one coin-flip die, two acrylic markers, a collector's box with four dividers, and a code card for the *Pokémon Trading Card Game Online*. PUI 80123..... PI

POKÉMON TCG:

XY TRAINER KIT, PIKACHU

LIBRE & SUICUNE DISPLAY (8)

Master the art of Pokémon battling with your favorite Pokémon - one card at a time! The *Pokémon TCG: XY Trainer Kit - Pikachu Libre & Suicune* contains everything you need to learn, train, and win! Play both decks against each other, then combine them to create one huge deck where Pikachu Libre and Suicune battle, side-by-side. Each kit includes two 30-card decks, each with a specially selected foil card, two guided game booklets, a 2-player playmat, damage counters, special condition markers, a game coin, an illustrated deck box, and a code card for the *Pokémon Trading Card Game Online*. Offered in 8-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 80105-D..... PI

PRIVATEER PRESS

HORDES

Scheduled to ship in May 2016.



MINIONS BATTLE BOAR FARROW LIGHT WARBEAST

PIP 75071..... \$21.99

MINIONS BOG TROG MIST

SPEAKER SOLO

PIP 75073..... \$14.99



MINIONS GUN BOAR FARROW LIGHT WARBEAST

PIP 75064..... \$21.99



MINIONS SPLATTER BOAR FARROW LIGHT WARBEAST

PIP 75072..... \$21.99

IRON KINGDOMS

Scheduled to ship in May 2016.

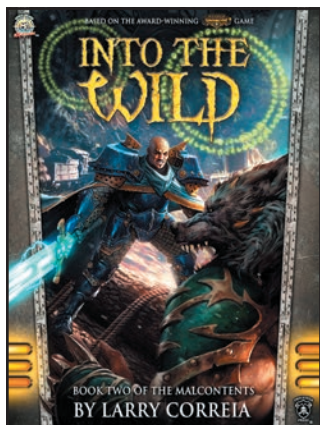
IRON KINGDOMS UNLEASHED: WILD ADVENTURE

The wilds of the Iron Kingdoms are no place for the weak. It is a fundamentally dangerous environment, a world in which life springs from death and the latent arcane powers of the land are harnessed to fuel primal magic. In *Iron Kingdoms Unleashed: Wild Adventure*, brave heroes must face the ceaseless perils found in the untamed expanses of western Immoren. And with the new races, careers, equipment, and earth-shaking ritual magic described within, you just might make it out alive. PIP 426..... \$29.99



THE BLOOD OF KINGS

The epic saga of the Iron Kingdoms comes to life in this momentous book by award-winning Privateer Press author Doug Seacat. Taking up the story that has propelled the *Warmachine* setting for over a decade, *The Blood of Kings* depicts the world-changing collision between the sitting King of Cygnar and his exiled brother, Vinter Raelthorne IV, in an unprecedented battle that will leave a kingdom in flames! PIP 608..... \$17.99



SKULL ISLAND EXPEDITIONS: INTO THE WILD BOOK 2 OF THE MALCONTENTS

The Malcontents are back in action! Now under the leadership of the reluctant Lieutenant Kelvan Cleasby, the Sixth Platoon of Storm Knights has been ordered to accompany an archeological expedition from the Royal Cygnaran University deep into the Wyrmswall Mountains to investigate an ancient site of potentially great historical value. But, what seems a simple enough assignment rapidly turns into a test of the platoon's survival skills - an abandoned fort, the lone survivor of a horrifying attack, and a ferociously territorial tribe may be more than even the Malcontents can handle!

PIP 604\$14.99

NO QUARTER MAGAZINE #66

Scheduled to ship in May 2016.

PIP NQ66\$8.50

WARMACHINE

Scheduled to ship in May 2016.



CONVERGENCE OF CYRISS FORGE MASTER SYNTHIERION WARCASTER

PIP 36029\$27.99



CRYX KRAKEN/ SEPULCHER COLOSSAL

PIP 34117\$109.99



CRYX WRAITH WITCH DENEHRA EPIC WARCASTER

PIP 34098\$17.99

THE PROTECTORATE OF MENOTH AVATAR OF MENOTH CHARACTER HEAVY WARJACK

PIP 32120\$64.99



WARMACHINE AND HORDES: BATTLEFIELD ACCESSORY: FORWARD TRENCHES

PIP 91090\$19.99

PRODOS

AVP

Scheduled to ship in April 2016.

ALIENS EGGS

NJD 410317\$24.95

CLOAKED PREDATORS

NJD 410319\$24.95

COLONIAL MARINES SERGEANT

NJD 410318\$24.95

PROLIFIC GAMES



CULTISTS & CTHULHUS

You'd have to be insane to be a cult leader! Your underlings are incompetent, madness is imminent, and a good sacrifice is hard to find. If you can avoid your competitor's tricks and stave off insanity, maybe the stars will align and you will summon an Old One! *Cultists & Cthulhus* is a light, humorous, "take that" card game about summoning dark gods and going insane! Scheduled to ship in April 2016.

IMP PLF500\$25.00

QUANTUM BLACK GAMES



UBIQUITY: QUANTUM BLACK

Welcome to *Quantum Black*, a modern-day, action-horror roleplaying game set in a world much like our own. However, hidden supernatural threats are real and growing worse by the day. Evil cults, horrors from beyond time and space, vampires and demons all rise to terrorize this world. Someone needs to stop them. Are you up to the task? In the *Quantum Black* setting, you play an employee of Quantum Black, on a secret team out to save the world from the rising tide of unimaginable horrors. Equipped with the best weapons, cutting-edge electronics, and a collection of drones, you will board the corporate jet, track the monsters down, and save the day. *Quantum Black* is a cinematic, story-driven game powered by the Ubiquity Roleplaying System. Scheduled to ship in May 2016.

S2P QBG1001A\$49.99

Q-WORKSHOP



ZOMBIE LEATHER DICE CUP BLACK

QWS CZOM104PI



PATHFINDER COUNCIL OF THIEVES DICE SET (7)

QWS SPAT65PI



RUNIC DICE SET BLACK/ GLOW-IN-THE-DARK (7)

QWS SRUN19PI

REAPER MINIATURES

DARK HEAVEN LEGENDS

Scheduled to ship in February 2016.



LANELLE, FEMALE ROGUE

RPR 03735\$7.49



MOUSLING DRUID AND BEEKEEPER

RPR 03744\$7.49



MOUSLING KING AND PRINCESS

RPR 03740\$7.49



MOUSLING RANGER AND YEOMAN

RPR 03743\$6.29



MOUSLING SORCERER AND SAMURAI

RPR 03742\$6.29



MOUSLING THIEF AND ASSASSIN

RPR 03741\$6.99

RENEGADE GAMES STUDIOS



BRICK PARTY

Are you better at building with plastic bricks... or explaining how to do it? What if you have to build with your eyes closed or using only one hand? What if you must explain it without speaking? Can you still be faster than your opponents? In *Brick Party*, the funny and frenzied game of crazy building, reveal the special rule for the round, choose your teammate, and get ready. Then grab the blocks and build the shape you choose faster than the others! Scheduled to ship in July 2016.

RGS 00539\$25.00

OFFERED AGAIN

SPOTLIGHT ON



O/A SNOW TAILS

Snow Tails is set in the snowy world of the Arctic Circle, where brave sledders compete in a test of skill and endurance. Action is fast and furious and not all sleds may make it to the finish. Huskies only have one setting and that is full speed! Hang on to your furs, the reins, your sled, and anything else you can get hold of!

RGS 00508\$55.00

RIO GRANDE GAMES

SPOTLIGHT ON



DOMINION: EMPIRES EXPANSION

The world is big and your kingdom gigantic! In fact, it's no longer a kingdom really... it's an empire! Which makes you the emperor! This entitles you to a better chair, plus you can name a salad after yourself. But, it's not easy being emperor. The day starts early, when you light the sacred flame; then it's hours of committee meetings, trying to establish exactly why the sacred flame keeps going out. Sometimes your armies take over a continent and you just have no idea where to put it. And there's the risk of assassination; you have a food taster, who tastes anything before you eat it, and a dagger tester, who gets stabbed by anything before it stabs you. You've taken to staying at home whenever it's the Ides of Anything. Still, overall, it's a great job. You wouldn't trade it for the world - especially given how much of the world you already have. Scheduled to ship in May 2016.

RGG 530\$44.95

ROLE 4 INITIATIVE

DRY ERASE DUNGEON TILES

Scheduled to ship in May 2016.



**COMBO PACK OF FOUR 10" AND
SIXTEEN 5" INTERLOCKING TILES**
S2P R4145003\$39.99



**PACK OF NINE 10"
INTERLOCKING TILES**
S2P R4145001\$39.99



PACK OF THIRTY SIX 5" INTERLOCKING TILES

S2P R4145002\$39.99

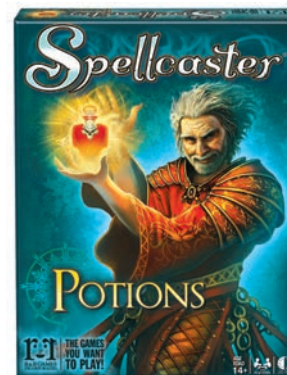
R & R GAMES



PICKLE LETTER

Just Dill With It! In *Pickle Letter*, the lightning-fast, letter-matching game where you pick a peck of Pickleletters for a jarring good time, time is ticking in a race to match the most letters before your opponents find them first. But, things can go sour fast! You'll be in a pickle if it doesn't all match up and your opponents prove you wrong! Scheduled to ship in March 2016.

RRG 937\$15.99



SPELLCASTER: POTIONS

Unleash the essence of Alchemy upon your opponents and transform your play with this enchanting expansion to the spellbinding card game *Spellcaster*! Scheduled to ship in March 2016.

RRG 458\$8.99



SWIPE OUT!

Look, React, Swipe to Win! Take a swipe at speedy victory with this addictive game of high energy and fast hands! When the chips are down, be the first to swipe yours off the board to match the pattern on the Swipe Out card. Win the card to win the round. Collect five Swipe Out cards to win the game! Scheduled to ship in March 2016.

RRG 964\$19.99



SHOWDOWN

Showdown is the knockdown, no-holds-barred party game that pits famous people and characters in a battle to decide once and for all - who can triumph under the situation at hand? Will it be the Easter Bunny vs. Ben Franklin for Best Babysitter? Or will Ghengis Khan beat out Frank Sinatra for Best Roadtrip Companion? You pick the challenges and YOU try to get your picks to WIN! Scheduled to ship in March 2016.

RRG 948\$19.99

SMART ZONE GAMES



HIVE: PILLBUG POCKET EXPANSION

The *Pillbug Expansion* introduces a new pair of tiles that can be added to *Hive*. Scheduled to ship in February 2016.

TCI 018\$11.10

SPARTAN GAMES

FIRESTORM PLANETFALL

Scheduled to ship in March 2016.



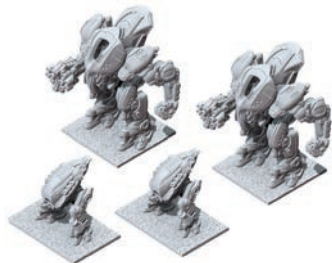
AQUAN PRIME ASSAULT HELIX
SGS PFAP09.....\$49.00



DINDRENZI FEDERATION ASSAULT HELIX
SGS PFDF09.....\$49.00



THE DIRECTORATE ASSAULT HELIX
SGS PFTD09.....\$49.00



SORYLIAN COLLECTIVE ASSAULT HELIX
SGS PFSC09.....\$49.00



THE RELTHOZA ASSAULT HELIX
SGS PFTR09.....\$45.50



TERRAN ALLIANCE ASSAULT HELIX
SGS PFTA09.....\$49.00

FIRESTORM TASKFORCE

Scheduled to ship in February 2016.



2-PLAYER SETS

An exciting, new way for players to start gaming spaceship combat in the war-torn *Firestorm Armada* galaxy, each *Firestorm Taskforce Starter Set* contains 14 highly detailed spaceship models (with flight stands), five Light Frigates, 15 Dice, a Token Sheet, two Acrylic Movement Templates, and a Fast-play Rulebook.

AQUAN VS DIRECTORATE
SGS FTBB02.....\$70.00
SORYLIAN VS RELTHOZA
SGS FTBB03.....\$70.00
TERRAN VS DINDRENZI
SGS FTBB01.....\$70.00

HALO: FLEET BATTLES

Scheduled to ship in February 2016.



COVENANT RCS-CLASS ARMORED CRUISER UPGRADE BOX
SGS HFCV07.....\$59.50



UNSC ORION-CLASS UPGRADE BOX
SGS HFUN07.....\$59.50

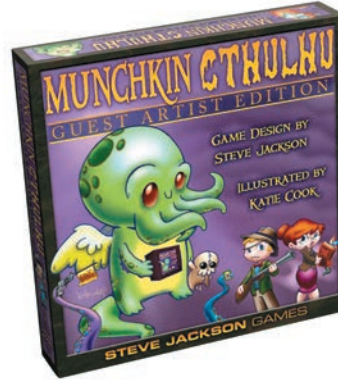
SPIELBOX

SPIELBOX MAGAZINE #7 2015

Scheduled to ship in March 2016.

IMP SPB20157.....\$11.99

STEVE JACKSON GAMES

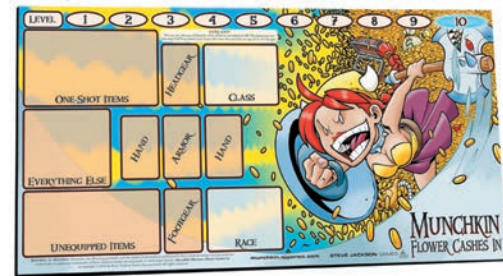


MUNCHKIN CTHULHU: GUEST ARTIST EDITION (KATIE COOK)

Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge - Cthulhu - and they've never looked cuter! Will they survive? Will they retain their sanity? Will they level up? Featuring delightful renderings by Katie Cook (*Munchkin Love Shark Baby*, *Munchkin Kittens*), this *Guest Artist Edition* of *Munchkin Cthulhu* adorably lampoons Lovecraft's *Mythos* and the horror gaming that surrounds it. Scheduled to ship in June 2016.
SJG 1516.....\$29.95

MUNCHKIN: MONSTER BOX

Bow before the Monster Box! What can you do with a box the size of two *Munchkin Deluxe* boxes? You can store over 2,000 *Munchkin* cards in it! Also, your *Kill-O-Meter*, and your *Level Playing Field*, oh, and some *Dungeons and Seals*, and... well, you get the idea. Wrap it all up in full-color *Munchkin* illustrations and you've got the *Munchkin Monster Box*! Scheduled to ship in June 2016.
SJG 5594.....\$29.95



MUNCHKIN PLAYMAT: FLOWER CASHES IN

Add a little Flower Power to your *Munchkin* game with this gorgeous, full-color playmat illustrated by Edwin Huang! Beautiful and functional, just like Flower herself, this playmat also features a special in-game bonus! Scheduled to ship in June 2016.
SJG 5597.....\$16.95



OGRE: OBJECTIVE 218

Keep your supply lines intact, the pressure on your enemy, and lead your troops to victory in *Ogre: Objective 218*! This fast-and-furious, head-to-head, standalone expansion to *Ogre* is based on the recently revitalized, classic game, *The Battle for Hill 218*. Scheduled to ship in June 2016.
SJG 7234.....\$14.95

Simon's Cat

CARD GAME



A Frantic Feline Fandango!
Get Fed. Not Blamed.



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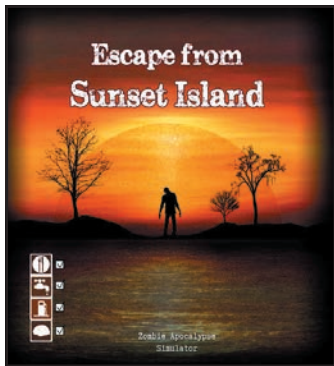
**STEVE
JACKSON
GAMES**



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STRAKER R & D



ESCAPE FROM SUNSET ISLAND

After the Zombie Apocalypse swept through civilization, Sunset Island remained one of the last uninfected human settlements...until now! In *Escape From Sunset Island*, a semi-cooperative, Zombie Apocalypse Simulator, players begin as the zombie or one of nine unique characters whose survival depends on finding and transporting food, water, and gas items to either the marina or airport in order to escape the doomed island town. Keep your wits about you if you hope to save at least a strand of what's left of humanity - or become a member of the undead horde! Scheduled to ship in March 2016.

SRD ESI001\$34.99

STRONGHOLD GAMES



MY VILLAGE

In this standalone game in the award-winning *Village* series, players are placed in charge of their very own village, guiding the fate and prosperity of its people. You'll struggle to keep your church, markets, fields, city hall, and common buildings functioning while the local school prepares the next generation of leaders. Are you prepared for the pending rat infestation? And, which offices will you leave vacant when the Grim Reaper strikes? Scheduled to ship in June 2016.

PSI SG-8020\$59.95



VILLAGE: VILLAGE PORT EXPANSION

The wind in your hair and the smell of the sea - welcome to *Village Port*! In this second expansion to the award-winning game of life (and death), players hire captains, sell domestic goods, and acquire foreign commodities as they send out missionaries to faraway islands and dig up treasure for their cache. Plus, you can pursue your very own career as a writer, traveling salesman, historian, or knight! Scheduled to ship in June 2016.

PSI SG-7101\$39.95

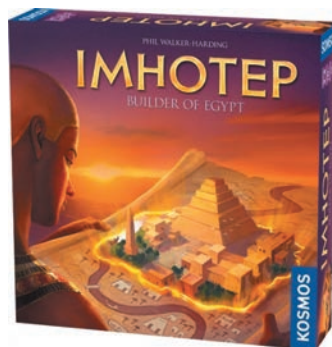
THAMES & KOSMOS



TAK 665107\$24.95

CATAPULTS & CROSSBOWS EXPERIMENT KIT

It's time to get medieval on physics! Build ten sleek and updated models of catapults and crossbows. These classic siege weapons from the Middle Ages also serve as great tools for teaching physics, including lessons in force, energy, motion, and projectiles. Scheduled to ship in June 2016.



IMHOTEP

Imhotep, the legendary architect of the Egyptian monuments. His awe-inspiring structures and brutal tactics earned him divine status among ancient Egyptians. Can you match his ruthless determination to build the most revered monuments? Scheduled to ship in August 2016.

TAK 692384\$39.95



SMUGGLERS

A notorious gang of smugglers is recruiting new members. The first candidates step forward, a motley bunch, indeed. Which one has the skills to become a worthy member of the gang? To determine this, the boss stages a smuggling contest. Who is the sneakiest and most skillful smuggler? Scheduled to ship in June 2016.

TAK 692544\$39.95

THIRD EYE GAMES

THE NINJA CRUSADE 2ND EDITION (HARDCOVER)

Choose your Clan! Pick your Jutsu! Take on an Army! Become powerful ninja fighting against the Izou Empire as it wages its crusade against your kind. The ten most powerful clans have assembled into the Lotus Coalition, and nothing can stop them as long as they can keep their alliances from crumbling! The war must be stopped and the ninja must win for the sake of the world! Scheduled to ship in May 2016.

S2P 3EG105\$39.99



TRIPLE ACE GAMES



LEAGUES OF ADVENTURE: GLOBETROTTERS' GUIDE TO LONDON (UBIQUITY)

London, heart of the British Empire, home to six-million souls, and the headquarters of many of the Leagues of Adventure, is the largest city in the world. Here, one can stroll past grand buildings, marvel at the cultural wonders of the many museums and art galleries, dine in the finest restaurants, enjoy opera, ballet, plays, and music hall performances, and mix with the Empire's high society. Take a wrong turn, though, and one enters a world of poverty, thievery, prostitution, opium dens, and murder - a world where human life is cheap and citizens are packed into overcrowded slums like rats unable to leave the sinking ship. The *Globetrotters' Guide to London* is a late-Victorian Era sourcebook for the

Ubiquity-powered *Leagues of Adventure* RPG. Scheduled to ship in May 2016.

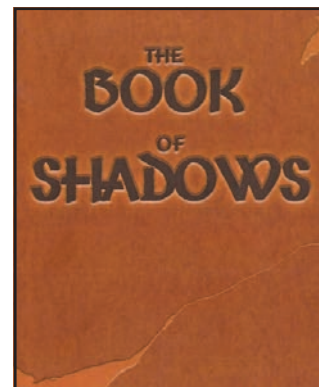
S2P TAG20208\$19.99

TROLL LORD GAMES

AMAZING ADVENTURES RPG: BOOK OF SHADOWS

Arcanists. Occultists. Mentalists. These occult scholars strike terror into their foes, able to kill at a distance, or with a glance. They have the ability to control emotions, the elements and the mind, to alter and warp reality, to become invisible to the living and to raise the dead from their cold graves. Herein lies every spell and psychic power from the *Amazing Adventures* core rulebook and companion sourcebook. No self-respecting occult scholar should be without such an invaluable tome of secrets! Scheduled to ship in April 2016.

IMP TLG76101\$9.99



GRAVITY Jice™

Black & Gold Edition



Gravity Dice 2D6 Set

- Special Black & Gold Edition
- Precision machined dice made from aircraft-grade aluminum
- Hard anodized with laser-etched pips
- Magnetic closure



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ULISSES-SPIELE


**THE DARK EYE RPG:
BESTIARY OF AVENTURIA**

Demon Hunter! Chimera Killer! Dragon Slayer! Titles that bring honor and glory. But, to claim them heroes must defeat these beasts! The *Aventuria Bestiary* for *The Dark Eye RPG* describes 40 terrifying monsters and two-dozen highly dangerous creatures that can challenge even the mightiest group of heroes, complete with full stat blocks, colorful illustrations, and notes on physical traits, habitat, and encounter tips. Scheduled to ship in June 2016.
PZO ULIUS25201E.....\$27.99

THE DARK EYE RPG: VAMPIRE OF HAVENA

Thick fog billows through the dockyards of Havena. You've lost track of your pursuers, but you're sure they haven't lost track of you! How can you get away? You never respected law and order quite as much as the Priests of Praios said you should, and now this is the worst trouble you've ever been in. You can't trust your eyes, and your ears even less so. Too many sounds echo in the streets - the hiss of an alley cat, the flapping wings of an old raven, and footsteps that seem to approach from every direction... A solo adventure for *The Dark Eye RPG*, *The Vampire of Havena* includes a ready-to-play character and all the necessary rules to play the scenario. Scheduled to ship in June 2016.
PZO ULIUS25302E.....\$14.99


**THE DARK EYE RPG:
FATE POINT SET**

Nobody knows who will rule the Final Age. At a critical moment, the fate of a single hero might dramatically affect that outcome. Fate is an important concept in *The Dark Eye* roleplaying game, and often a Fate Point can tip the scales, making truly heroic deeds possible. Designed for use with the *The Dark Eye RPG*, this set of 20 high-quality poker chips printed with the symbol of the Twelvegods brings this exciting aspect of play to your gaming table. Scheduled to ship in June 2016.
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The *Borderlands 2* video game's favorite, general purpose robot is ready to play YAHTZEE! So, show your enthusiasm and start rolling with YAHTZEE *Borderlands CL4P-TP*. Scheduled to ship in May 2016.
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USO YZ005135.....PI

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COLLECTOR BANK**

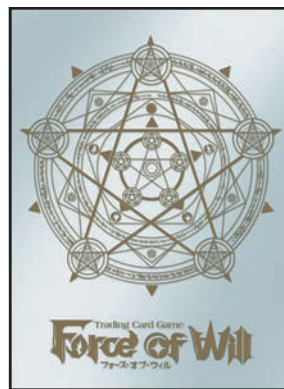
Scheduled to ship in May 2016.
USO BK110422.....PI

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Scheduled to ship in May 2016.
USO CL104375.....PI

GHOSTBUSTERS MONOPOLY

Scheduled to ship in May 2016.
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PROTECTOR SLEEVE COVER WITH
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COUNTERATTACK (PRICIA)**
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DARK ALICE, MAIDEN OF SLAUGHTER
UPR 84744.....PI
DARK ARLA, THE SHADOW WING
UPR 84745.....PI


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Captain America or Iron Man? Choose your side in *Civil War*! Featuring playable characters from both sides of the Super Hero Registration act, this expansion to the *Legendary Deck-Building Game* introduces new ways to play by teaming up with a partner and taking sides against the opposition. Scheduled to ship in June 2016.
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PENNY DREADFUL STATUETTE, LIMITED EDITION

Limited to 2,000 hand-numbered pieces, this beautifully detailed, full-color resin statuette depicts the Rebirth of Brona in Doctor Victor Frankenstein's laboratory from the gripping Showtime Original Series, *Penny Dreadful*. Scheduled to ship in July 2016.
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STAR TREK 50TH ANNIVERSARY RISK

Scheduled to ship in May 2016.
USO RI066201..... PI

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Scheduled to ship in May 2016.
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Space IS the final frontier! As part of the original crew of the U.S.S. *Enterprise*, your Five-Year Mission is to explore strange new worlds, encounter alien civilizations, and defend the ship. In *Star Trek Panic*, players work together to carry out missions while keeping the U.S.S. *Enterprise* safe from enemy attacks. Complete five missions with the U.S.S. *Enterprise* intact and win the game! *Star Trek Panic* is a cooperative, light, strategy tower defense game based on the popular *Castle Panic* game. Scheduled to ship in May 2016.
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SUPER MARIO BROTHERS CLASSICS CHECKERS/TIC TAC TOE COMBO

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USO CM005435..... PI

SUPER MARIO BROTHERS CLASSIC MONOPOLY

Scheduled to ship in May 2016.
USO MN005435..... PI



TAPPLE 10

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SCHWIMMWAGEN WITH STOWAGE

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CONCORD X-HOWITZER

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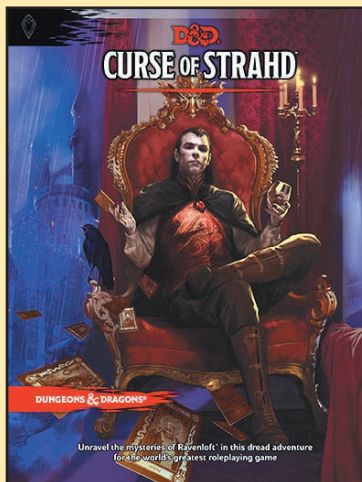


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WWG 307.....\$119.76

WIZARDS OF THE COAST

FEATURED ITEM



DUNGEONS & DRAGONS RPG: CURSE OF STRAHD

Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came - all according to his plan.

The master of Castle Ravenloft is having guests for dinner. And you are invited. *Curse of Strahd* is a *Dungeons & Dragons* fantasy-horror adventure for characters levels 1-10.

WOC B65170000..... \$49.95

WIZKIDS/NECA

FEATURED ITEM

DC
COMICS™

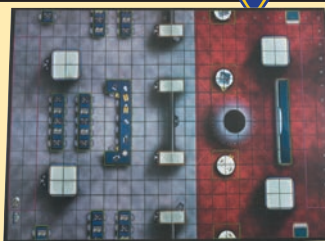
DICE MASTERS

**DC DICE MASTERS: GREEN ARROW
AND THE FLASH GRAVITY FEED**

Take aim and pick up the pace with *DC Comics Dice Masters: Green Arrow and The Flash*! Showcasing Jay Garrick, Barry Allen, Green Arrow, and Felicity Smoak, as well as fearsome foes like Gorilla Grodd, Merlyn, Clayface, and Giganta, *DC Comics Dice Masters: Green Arrow and The Flash* introduces more than 30 new characters (and their dice!) to add to the game. Each Foil Pack contains two cards and two dice. Scheduled to ship in August 2016.

WZK 72248..... \$89.10

FEATURED ITEM

**HEROCLIX: 2016 COLLECTOR'S PREMIUM MAP**

The 2016 *Collector's Premium HeroClix Maps* are a great way to enhance the HeroClix game. Crafted from flexible and durable neoprene, these tournament-legal Premium Maps measure 3' x 2' and offer a flat, nofold surface with a nonslip backing to improve your gaming experience. Scheduled to ship in June 2016.

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WIZKIDS OFFICE WZK 72446..... \$24.99

FEATURED ITEM

STAR TREK
ATTACK WING**STAR TREK ATTACK WING: FEDERATION U.S.S. ENTERPRISE
EXPANSION PACK (2016 VERSION)**

For use with the *Star Trek: Attack Wing* tactical miniatures game, each reprinted ship features an all-new paint scheme with metallic, pearlescent, and translucent paints and new versions of fan-favorite cards with reworded text to improve clarity. Scheduled to ship in May 2016.

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STAR TREK ATTACK WING: EXPANSION PACKS

Boldly go into battle with these *Star Trek: Attack Wing Expansion Packs*! Scheduled to ship in June 2016.

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STAR TREK ATTACK WING: EXPANSION PACKS

For use with the *Star Trek: Attack Wing* tactical miniatures game, each reprinted ship features an all-new paint scheme with metallic, pearlescent, and translucent paints and new versions of fan-favorite cards with reworded text to improve clarity. Scheduled to ship in July 2016.

KLINGON I.K.S. NEGHVAR WZK 71126-NEW..... \$14.99

SCIMITAR ROMULAN (2016 VERSION) WZK 71533-NEW..... \$14.99

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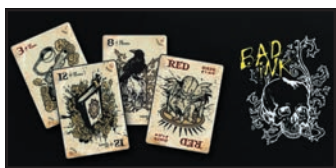
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**ARCANISTS SLATE RIDGE MAULER**

WYR 20141..... \$26.00

**ARCANISTS SILENT ONE**

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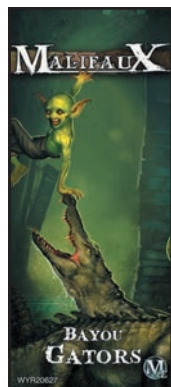
CIRCUS STAND SET

WYR MF013\$16.60



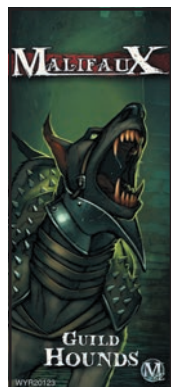
CIRCUS WAGON SET

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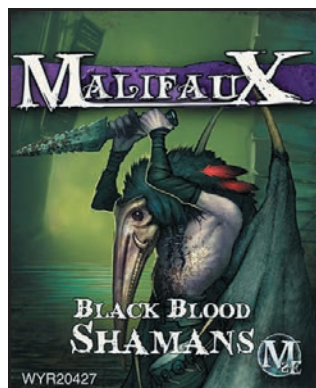
GREMLINS BAYOU GATOR

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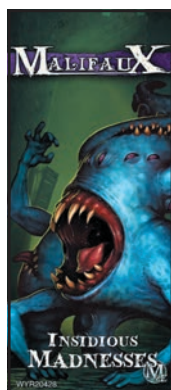
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Focusing on the Resurrectionist faction, *Through the Breach: Under Quarantine* contains new Pursuits, items, enemies, and magic to continue making your adventures Breachside as exciting as they can be!

WYR 30105\$45.00



THROUGH THE BREACH RPG: PENNY DREADFUL - A NIGHT IN ROTTENBURG

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Z-MAN GAMES

FEATURED ITEM



PANDEMIC: REIGN OF CTHULHU

Beings of ancient evil, known as Old Ones, are threatening to break out of their cosmic prison and awake into the world. Everything you know and love could be destroyed by chaos and madness. Can you and your fellow investigators manage to find and seal every portal in time? Hurry before you lose yourself to insanity! It's classic *Pandemic* gameplay with a horrific twist in *Reign of Cthulhu*! Scheduled to ship in July 2016.

ZMG 71140\$49.99

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AGRICOLA 2016: THREE AWESOME GAMES ONE AMAZING YEAR

AGRICOLA

MFG 3515 PI | Available May 2016!

In 2016, Mayfair and Lookout Games will release our revamped *Agricola* line, and today we're going to tell you all about it and let you know how your friendly local game store can get in on the fun!

The revamped *Agricola* line will consist of three games: the *Agricola* base game, the *Agricola 5-6 Player Extension*, and the *Agricola Family Edition*. Let's take a brief look at each.

The *Agricola* base game is the latest and greatest version of the classic *Agricola*, where players farm, raise livestock, and grow their families while staving off hunger. The base game has

been revised and updated by its

creator, Uwe Rosenberg, for 1-4 players. It features improved, all-wood components and a revised and expanded card deck drawn from the original game and its expansions, all newly updated for this edition.

The *Agricola 5-6 Player Extension* adds components for two additional players and also includes even more revised and updated cards from the many *Agricola* expansions that have been released over the game's life.

Finally, for players new to *Agricola*, or those

who want a streamlined game

experience, there is the *Agricola Family Edition*.

This edition of the game allows 1-4 players to have a quick game of *Agricola* in 45-minutes or less and serves as a perfect introduction to the game.

In addition to these core products, there will also be a supplemental card deck featuring just the expanded and revised card selection for players who already have a copy of the game.

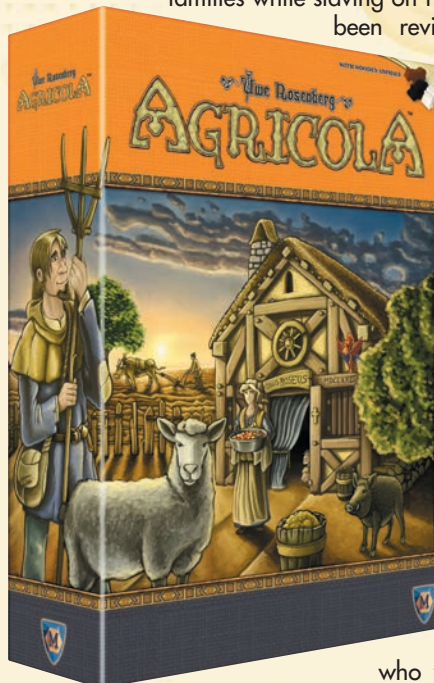
To help game stores introduce this new line to their customers, Mayfair is also releasing, for the first time ever, an *Agricola* Organized Play Kit as part of the revised game's launch. The OP kit will include a demo copy of the *Agricola* base game along with giveaway items for participants who take part in these events.

So, join Mayfair and Lookout Games in 2016 for the entire slate of *Agricola* awesomeness and join us next month for even more about this update to a classic game.

HOW DO YOU GET INVOLVED?

If you're a retailer, contact your Alliance Account Associate and add an Organized Play Kit to your *Agricola* pre-order. If you host an event during the release weekend of May 20-22, your first *Agricola* Organized Play Kit is **FREE** and will be sent with your initial *Agricola* pre-orders! Additional kits will be available for purchase.

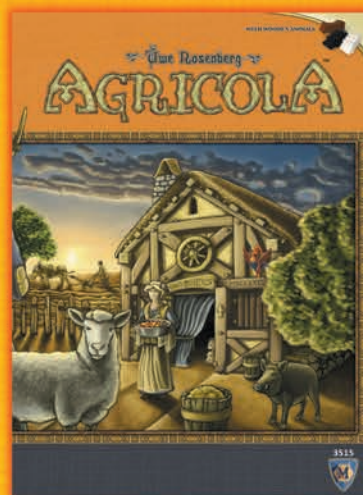
If you're a fan interested in attending an *Agricola* launch event, talk to your friendly local retailer and inquire about this program.



Uwe Rosenberg

AGRICOLA

Coming May 2016!



1-4



90



12+

Farm, sow, plow, harvest,
collect build, and expand!
Will you and your family
prosper?

Mayfair Games

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CORVUS BELLI INFINITY

LIVE TO RIDE, RIDE TO KILL.

THE USARIADNA DESPERADOES

AN ARTICLE BY JUAN LOIS AND GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

The Desperadoes, the latest addition to the USArriadna Ranger Force (Arriadnan Sectorial Army), has arrived on store shelves. This unit box is the perfect way to expand on the USArriadna Army Pack released last summer at GenCon. Containing two bike riders, the Desperadoes display the uncompromising attitude and fierceness of USArriadna frontier gunslingers.

The Desperadoes are an Irregular and highly mobile Warband who take good advantage of the speed of their motorbikes to reach the enemy and destroy them with their short range weapons. Covering their advance towards enemy lines with their Smoke Grenades, they have a very good chance of reaching base to base contact and engaging in Close Combat,

where they excel. With a cheap points cost they can also be used to cover the advance of the other USArriadna troopers, two factors that make them a valuable and lethal addition to the army list of any USArriadna or Arriadna player. But, going beyond the game table, what's the story behind the look of these exquisitely sculpted models that are a mixture of a bike gangster and motorized cowboy?

There was a moment in the darkest times of the Antipode raids in the Southern states of USArriadna where the local government, feeling powerless before the alien menace, dictated the so-called 'Scalp Law'. This law allowed armed citizens to hunt down hostile Antipodes for a reward. To be able to claim the reward, the hunter had to present the scalps of the Antipodes he had

killed to local authorities.

This was the origin of the independent groups of gunmen and Antipode killers known as Desperadoes, who now act as a border security force skilled in tracking down Antipodes — and in shooting people. Dangerous and unstable, they are a source of constant problems for the government. However, the scalps they claim help to win votes so they are allowed to act with impunity, making these frontier gunslingers a true menace not only for the Antipodes but for all USArriadna society. Nonetheless, this isn't something the USArriadnan High Command is worried about. Just release them against the enemy and let the Desperadoes do what they do best: spread chaos and destruction!



INFINITY RULEBOOK: 3RD EDITION

CVB 289503 \$81.53 | Available Now!



HUMAN SPHERE

NEW EXPANSION BOOK



N3

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V I K I N G S

SAMPLE LAYOUT FOR A THREE PLAYER GAME





VIKINGS: THE BOARD GAME

PSI CAT77000 \$59.99 |

Available Now!

Vikings: The Board Game is a strategy game of exploration and raiding for 2-5 players based upon the History Channel's hit dramatic series that allows players to embrace their inner Viking. Each winter players will scheme to acquire appropriate resources while convincing heroes such as Ragnar Lothbrok, Lagertha, Rollo, and Floki to support them as they put their longships in the water to raid each summer. Plunder treasures and foreign resources across modular tiles that ensure a different game each time you play, while completing offers to the Seer will ultimately lead a player to victory.

Runestones

After paying 3 Days, the player may spend any amount of Gold to buy any amount of Runestones for 2 Gold per Runestone.

Placed Runestones: During the Summer Season, after a player either enters a new Land tile (whether it is face up or facedown) or chooses to remain on a face up Land tile, they may place a Runestone from their Longship card. This placement occurs before the player interacts with the tile in any way. Even if the player cannot pay all of the tile's costs, they may still place a Runestone if desired.

The following rules apply to placed Runestones:

- A Runestone reduces the Day cost of that Land tile by 1, to a minimum of 1. This reduction can be used by any player entering the indicated tile.
- Runestones stack with other Day reductions, such as that found on the *Favored of Heimdall* Seer card (but always to the minimums indicated). In that example, if a player had the *Favored of Heimdall* Seer card rule active and a Runestone was played in a Day 3 tile, the cost would only be 1 Day (but if those were both applied in a Day 2 tile, the cost would still be 1 Day).
- A Land tile may have only one Runestone.
- All Runestones are removed from Land tiles during the Exploration Tokens Bonus/Score Placed Runestones step of the Winter Season (see p. 15).
- Some Seer cards require a certain number of placed Runestones (see p. 16). Placed Runestones only count for one Seer card. For example if there are two Seer cards, one requiring three placed Runestones, and the other requiring two placed Runestones, then the player will need to place five Runestones to complete the two Seer cards.
- A bonus VP is awarded for most placed Runestones (see p. 15).

Hint: Used effectively, Runestones can save numerous Days during a Summer Season, especially when placed on tiles with a high Day cost. Whenever you can afford it and have the room, always leave port with at least one Runestone.

SEA TILES

The icons on Sea tiles provide players with the rules for what occurs on a given tile. Unless specifically stated otherwise, a player may only interact with a tile once during their turn.

The following rules add to the icons displayed above:

If a player cannot afford a resource cost when moving into a Sea tile, they must make substitutions for every missing resource:

- **For each missing Fabric:** Pay an additional 2 Days.
- **For each missing Food:** -2 Warriors due to starvation. If the player cannot pay this, they lose 2 VP. If the player has only 1 Warrior, they lose 2 VP, but the Warrior is not lost.
- It is possible for a player to have negative VP, in which case they'll need to track that in some fashion.

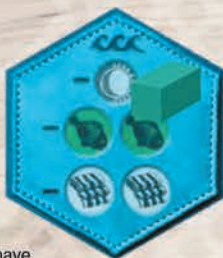
Hint: Crossing Sea tiles to reach Land tiles will generally require 5-7 Food and 3-5 Fabric to cross in one direction. It can be more or less, but if players gear towards that number, their voyages should find better success.



On Dawson's (green player) turn, the sea has been particularly vicious this year. As he was first out of the gate, he has already explored two previous tiles, so he has two Exploration Points; he'll receive a third Exploration Point for this Sea tile he just flipped up.

He starts by paying 1 Day. Then he discards the 1 Food he has back to the stockpile. However, he doesn't have enough Food to pay the whole cost, so he must lose 2 Warriors for every Food he doesn't have on his Longship card. However, he also doesn't have enough Warriors, since he loaded his longship without raiding in mind. Because of this, instead of losing his lone Warrior, he'll lose two VP.

Finally, he discards the 1 Fabric. Since he doesn't have a second Fabric to satisfy the cost of the Sea tile, he'll have to pay an additional 2 Days.



DEVIL IN THE DETAILS!

The genesis of the **DARK DEEDS** card game, and other stories.



I've been working professionally making tabletop games for nearly 26 years (and playing them even longer, but that's another story) and I have a confession to make: In all of that time I've only been asked to design 'any game I wanted to make' on three occasions, and two of those were for *Iron Chef*-style game designer challenges. I'll tell you about how those worked out at the end, but for now let's concentrate on the main story of how I ended up making the third one, *Dark Deeds*, who helped me, and what sort of a game it is.

It all started when I ran into Sam Sedghi of Games & Gears at Adepticon in Chicago last year. We'd been in touch briefly before, but this was the first time we'd seen each other in person. He told me, with great earnestness, how much he'd love to make a game with me and maybe many more games. 'Anything you want to do' he said, which brought me to that strange realization that I don't normally have that option.

The first fourteen years of my career were spent pushing out games and supplements at Games Workshop in accordance to the mighty scheduling gods. Sure, I petitioned the gods and pushed things like *Battlefleet Gothic* onto the schedule, but there was none of this completely open field malarkey – it was GW-style games with GW IP or forget it. Subsequent years of freelancing have aptly demonstrated that every client usually has a pretty good idea of what they want to make, even if they can't articulate it yet. So what to do when you have a completely open choice?

For a long time I've harbored a secret desire to do a game set in a sprawling, wicked, old fantasy city, my very own Lankhmar or Viriconium, Nessus or Ankh-Morpork, loosely styled after the great port-city of Anthrand that features in my friend's 20 year+ RPG campaign. I always preferred playing the bad guy in games, so I wanted the players to be able to take on the roles of shadowy master-villains trying to take over that mighty and corrupt city with their expendable legions of hapless minions.

On return from Adepticon, I threw myself into roughing out ideas for systems and dynamics for a game over the course of three

sleepless nights. By the end of that, I'd got the basics of something far, far too ambitious to try as a first game with a new producer. Talking it over with Sam, I suggested that we try something more sensible first. That's when what would become *Dark Deeds* started to really take shape.

A card game, I decided, something quick and fun for a variable number of players. I needed a partner in crime, so I called for help from my old friend and colleague Ryan Miller. Ryan is an absolutely wonderful games designer and especially so when it comes to card games thanks to his experience at Wizards of the Coast with *Magic: The Gathering*.

We decided that the players should take on the role of the minion's doing their evil patron's dirty work, and the contest would be among them to see who pleased their demanding employer the most. Ryan worked wonders with the core design – he took the basic idea for a card deck full of tools, missions, and targets and separated them out into two.

There's a 'street' deck for the minion's prospective targets – clerics, artisans, and merchants and their protective guards from the city watch. Then there's a 'tavern' deck with potentially useful loot and plot cards to help the minions get the job done. The implacable hand of evil is revealed by the nemesis cards in the street deck – princes, politicians, and do-gooders the player's evil patron wants eliminated. The tavern deck includes 'Dark Deeds', specific missions to take out particular nemeses (that's the plural of *nemesis* in case you're wondering). Picking up a Dark Deed is a very mixed blessing. A rich reward is earned for completing it, but it can't be discarded and the patron will exact a heavy price for any incomplete Dark Deeds held at the end of the game.

The masterful touch is how the street deck is laid out to create a constantly moving scene of different characters. Each turn the street moves along, the card closest to the end leaves and everyone else shuffles up with empty spaces filled from the deck. Minions enter from one end of the street and have to get past any intervening guards to reach their targets.



Minions don't get it all their own way, of course. Actions taken against citizens and nemeses accrue 'Suspicion marks,' and whenever a guard or nemesis leaves the street it begins to chase the most suspicious minion. Fortunately, many of the plot cards available will reduce suspicion, often by shifting it onto another minion...

Ryan's design was great fun! We played and tweaked some more, but it was clear we had a good game going on. That brought up the realities of actually making it. Sam could produce it for us, sure, but we needed art and lots of it! More than just 'filling the blank' spaces, I wanted the art to be beautiful and full of character, too. I hit up my old buddies from my GW days and by my singularly

great fortune I found Mark Gibbons (GW, Blizzard, Riot, + many more) available and interested in trying to make Anthrand into a weird, darkly humorous reality. Here's a swift word from our art supremo Mark:

The call from Andy came at a most opportune time, as I'd just stepped away from video game development after twenty years and the idea of returning to my tabletop roots was very appealing. "It's called Dark Deeds" was pretty much all Andy needed to say to have me hooked. We wanted the game to have a tactile authenticity to it, to feel like something one might actually find in a grim little tavern on the less salubrious side of Anthrand. Consequently, the cards all have unique signs of aging – the Suspicion marks are made of stained and heavily-grained wood and although there were some concessions made in the name of durability (sadly, we couldn't use ancient, crumbling parchment for the Street play mat, for example), I think the whole game has a great, "high quality yet elegantly distressed" feel to it. Much like myself, I'm told.

With Mark onboard and manically working the pencils, we were on course. By the tail end of 2015 we had a game ready for production and by early 2016 Sam's made it. So now all that remains is to see how well others like the game, which is always a big gulp moment... Try *Dark Deeds*! I think you'll like it.

Oh, and those two *Iron Chef* game designer contests from back in the day that I mentioned? Yeah, I won both of them.

...

Andy Chambers is a veteran games designer with over twenty five years experience. He worked at Games Workshop as lead developer for three editions of the Warhammer 40,000 miniatures game, as well as titles like Warhammer Fantasy Battle, Necromunda, Space Marine, Titan Legions, Epic 40,000, Gorkamorka and Battlefleet Gothic. In 2005 Andy moved into the PC gaming world to work on the hit real time strategy game Starcraft 2 by Activision Blizzard. Andy now works as a consultant writer and designer creating new tabletop and digital game IPs.



MAKING HAPPY SALMON™

HAPPY SALMON

NSG 600..... \$14.99 | Available April 2016!

Hearts were racing, the air was alive with laughter, the table was a hot mess of cards, and one champion stood above it all. Our intent was to create a table of chaos, and we were about as close as you could get on the first try.

We had been tinkering around with the idea of a game with shifting teammates for a while, but we had never struck something that was simple enough to teach quickly, but still packed a ton of fun into the game. It was the kind of cold November day where you wished you owned two coats, and while out jogging, the original idea for *Happy Salmon* popped into Ken's head. He pitched it to Quentin the next day...

In *Happy Salmon*, everyone gets a set of cards with some celebrations on it, like high fives and fist bumps. Simultaneously, everyone looks at the top card of their deck and tries to find a partner to celebrate with. Once you've done your card's celebration with a partner, you throw the card away and move onto your next card. Get rid of your cards first, and you win!

After pitching the idea to Quentin, Ken drew up a quick prototype that featured four actions: High five, head pat, switcheroo (switch seats), and the infamous (between us) "pount it" (fist bump). A couple weeks later, over Thanksgiving break, we cut out the cards for the original prototype and tested the game with our friends and family. It was awesome! We couldn't stop playing.

Now, we're going to have to back up a bit and introduce our friend Alex to you. We would describe Alex as super-generous, energetic, and kind hearted (all true), but mostly, he's just goofy - and *really* good at being goofy. We visited Alex the previous summer over a warm Chicago weekend, where we discovered that he had taken on duties to tutor the world about the *Happy Salmon* handshake. This was news to us... What on earth is the *Happy Salmon* handshake? We honestly don't remember who he showed this to first, but after answering his doorbell, he extended his arm to shake our hands, but instead reached past our outstretched hands and started repeatedly slapping our forearms. We broke out laughing immediately, and we, too, began tutoring the world about the *Happy Salmon* handshake.

The original prototype had one glaring flaw - the "head pat". Not only was it awkward to have to extend your head across the table, but we also thought some people might not want others touching their hair (but mostly Quentin), so we brainstormed some alternatives.

Queue up the *Happy Salmon*; too strange and hilarious not to laugh, easy and quick, and on top of that, it would add character to the game. We had our winner and returned to play-testing.

After cutting the head pat, adding the *Happy Salmon*, and correcting "pount it" to "pound it" we were off to the races again. We started trying some variants of the game - very subtle ones. The original prototype had 60 white-backed cards, and players were randomly dealt a hand of them. It was obvious that (where players switch seats) was penalizing, so we color-coded the backs of cards and

gave players one set, so everyone had an equal number of each card. This was a huge improvement for small games (3-player), but wasn't nearly as important for large

games (5+ player).

One variant that got cut almost immediately was a rock-paper-scissors card, where the winning player would discard their card. As funny as it was to have someone repeatedly lose in rock-paper-scissors during the frantic round, it dramatically slowed down the pace and feel of the game. *Happy Salmon* had to be fast, furious, and direct. Adding another game within the game was just too unfocused.

Next up, we tried some seated variants for the switcheroo action. Would the game still be fun if we weren't out of breath at the end? Quentin's favorite was where players traded decks on switcheroos, but some players were disgruntled trading a 2-card deck for an 8-card deck. So back to being out of breath it was.

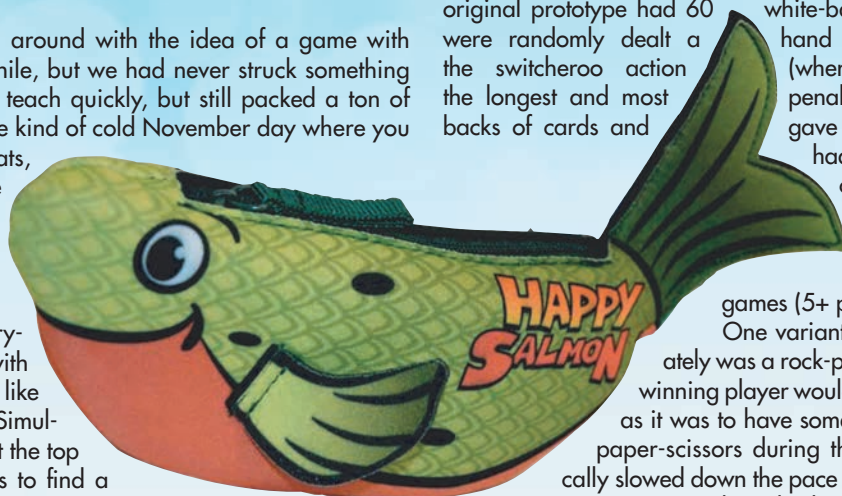
Lastly, we found that sometimes players would get stuck for 10-seconds or so without finding a match with another player. This is an eternity in the world of *Happy Salmon*! We fixed this problem by allowing you to move a card to the bottom of your deck if you were having trouble finding a partner.


Happy Salmon has always been an instant hit, and after polishing up the few oddities with the game, it was ready to be shown off. When North Star Games saw it at the 2015 Toy Fair, they knew it would be the next big thing for their company, and released *Happy Salmon* at the 2016 Toy Fair to great response.

At a \$14.99 MSRP, a 30-second teach time, and a one minute play time (the record might have been set at Toy Fair - we hear someone did it in 30-seconds), this game should fly (or swim?) off the shelves!

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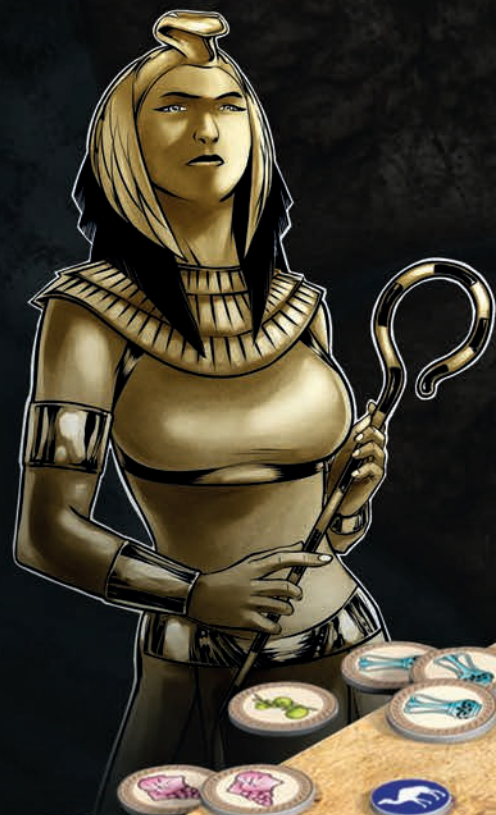
Ken Gruhl & Quentin Weir have known each other since birth, whether they liked it or not. As they grew up, both boys learned to celebrate early and often through their soccer careers, playing with and against each other throughout elementary, middle and high school. Destiny struck, as a mutual friend taught them a celebration move called a "Happy Salmon", and it became the base for their game Happy Salmon.





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Recruit Heroes and
Build Glorious Wonders.*



DOMINATE THE ANCIENT WORLD

Mother of Invention

A Behind the Scenes Look at Game Designer Marsha Falco

SET	
SEE 1000	PI Available Now!

QUIDDLER	
SEE 5000	PI Available Now!

Marsha Falco, the inventor of Set Enterprises' games, is known for creating classic games that have entertained millions of people for the past 26 years. Her games have continuously challenged all players, regardless of age and aptitude, while simultaneously keeping fun alive each time we shuffle a deck of her cards.

Captivating casual and competitive gamers for generations, Marsha's games are among the most highly lauded with over 100 "Best Game Awards" from GAMES Magazine, Parents Magazine, Dr. Toy, Parents' Choice, Teachers' Choice, and ASTRA, and acknowledged by MENSA, with separate recognitions for *SET*, *Quiddler*, and *Karma* — a feat not easily accomplished.

Needless to say, Marsha's original game, *SET*, started a long line of family-friendly, fun games that everyone can enjoy. The funny thing is — *SET* wasn't always a game. *SET* was created by Marsha Falco in 1974 while doing genetic research in Cambridge, England. Marsha was a Population Geneticist who was trying to understand whether epilepsy in German Shepherds is inherited. To study the genes and chromosomes in the dogs' cells, Marsha created file cards with blocks of information for each dog. Because certain blocks were the same on each file card, she drew symbols to represent blocks of data, rather than writing out the data. She used symbols with unique properties to represent different gene combinations. While explaining the combinations to the veterinarians she was working with, Marsha decided there could be some fun in the combinations of symbols and the game, *SET*, was born. Over the years, Marsha refined the game by playing with her family and friends and it was finally released in December of 1990.

Marsha's fan base is vast and dedicated in their love for the games. Every day, *SET* players from all around the world begin their day with online *SET* puzzles from setgame.com and from *The New York Times* online. Some fans have even taken their dedication down the aisle! One word lover enjoyed *Quiddler*, the SHORT word game, SO MUCH that they actually used the cards to spell out their marriage proposal! Many *Quiddler* players often Tweet winning hands and ironic word combinations. Needless to say, Marsha's games have really integrated into the daily lives of countless families across the world.

FIVE CROWNS	
SEE 4001	PI Available Now!

KARMA	
SEE 9000	PI Available Now!

This year, *Five Crowns*, the five-suited, rummy-style card game, is celebrating 20 years of fun. *Five Crowns* was originally created because Marsha's mother requested a new game to help her and her friends resolve the disputes originating from many varying rules of rummy. Naturally, Marsha created her own take on the game and it's been a family favorite ever since.

Marsha's newest favorite is a mischievously competitive party game called *Karma*, an elimination-style game where everyone wins — except the last player holding their cards. *Karma* is a great balance between challenge and luck (even for avid strategy game lovers) because of the wild cards, called Karma Cards. These cards mix up the gameplay so much that it's hard to predict who is going to win. In fact, Marsha came up with *Karma*'s tagline — "What Goes Around... Comes Around" — before the game even had a name due to its give-and-take nature. *Karma* has been described with words like "devious," which allude to the subtle strategy that make the game easy enough for a 5-year-old to play in a family setting, yet it keeps adults battling it out until the very end. Originally, *Karma* was a family game that Marsha's family frequently played together, but now she's officially added it to the full line of Set Enterprises' family-friendly games.

Since Marsha loves to play games anywhere and at any time, she created *Mini Rounds*. *Mini Rounds* are shorter, faster versions of the original line of games — *SET*, *Quiddler*, *Five Crowns*, and *Karma* — that come in a fun, 2-inch, "click-clack" tins that easily fit into your pocket or purse for on-the-go play. You can easily have a quick game no matter where life takes you.

Amidst continuing to create wonderful games that bring entire generations of families together, Marsha also volunteers for MarK-9, the Maricopa County Sheriff's Office Search and Rescue K-9 Possee, and MC2, the Mountain Canine Corp in Los Alamos, New Mexico. So when Marsha's not playing and planning another fun game, she's training her Border Collie, Blue, to help find missing people. You can expect many more inventive and challenging games coming from Marsha soon, so keep a look out for more to come from Set Enterprises! Until then, you can check out their games and play online by going to www.setgame.com.

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TRICKS OF THE GAME TRADE

by Jon Leitheusser



Thanks to movies like *The Lord of the Rings* trilogy, and the *Harry Potter* and *Star Wars* series, geek culture has become a big part of the mainstream—which means roleplaying games have also become more widely accepted. They're no longer the games geeky boys play in their parents' basements. Now they're games everyone plays, even movie stars like Vin Diesel.

Along with their growing acceptance, there's a wider variety of people designing games, so there's been an explosion in the types of roleplaying games being published. There are games about a couple going through a breakup, surviving in a *Mad Max*-like future, characters fumbling their way through a crime-gone-wrong, vampires as spies, and, of course, a wide variety of science fiction and fantasy games. In addition, there are games that are almost purely narrative, with little or no dice involved, very tactical games that use maps, miniatures, and dice, and more games that fall between those two extremes. If there are fans of any genre or style of play, there's a roleplaying game for them.

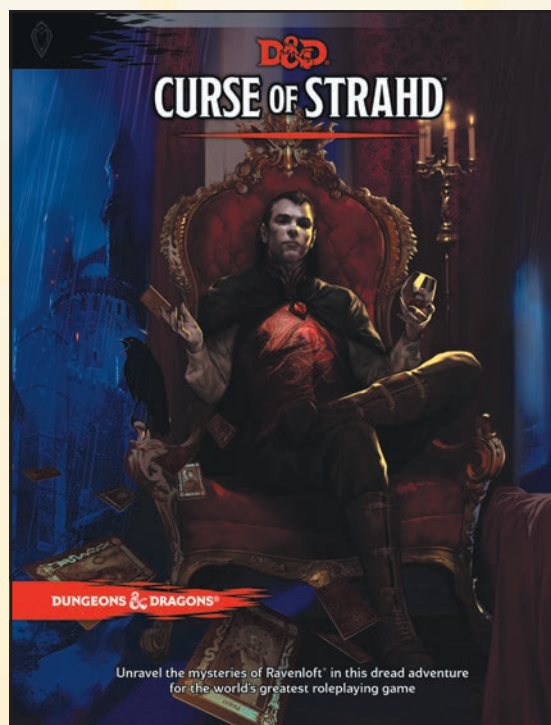
The hope for this column is that it will point you toward games you may not have known about or considered playing, but it also exists to help people think about games differently; to consider why games are run the way they are and provide tips on how to run (or play) games that are more satisfying for everyone at the table.

In this month's *GTM*, there are a couple of big releases that draw their inspiration from different genres. The first is *Curse of Strahd*, the next big adventure from Wizards of the Coast for *Dungeons & Dragons*, which draws heavily on the horror genre to deliver a different sort of adventure for your heroes. The second is the *Spymaster's Handbook* from Paizo for the *Pathfinder Roleplaying Game*, which draws on the espionage genre while still being rooted in a fantasy setting.

RUNNING HORROR

Every genre has its own rules, tropes, and role for the heroes. When you're thinking about running or playing in a game with a different genre, you should familiarize yourself with what makes a story in that genre effective and interesting. Everyone has an intrinsic understanding of what makes one genre different from another, but

understanding them a bit more fully can make your time at the table more entertaining and fulfilling.



In horror-themed games:

- The heroes are often trapped or isolated so they have no one to call on for help.
- The setting is usually dark, with flickering candles and concealing shadows. The darkness also gives a sense of claustrophobia or uncomfortable closeness.
- There are sounds that are unsettling, unusual, or create a sense of tension.
- The unknown is always threatening.
- Everything is engineered to elicit a sense of fear, dread, or panic from the audience.

Horror works so well in movies and television because they synch sight and sound with the story being told to create an effect that's more than the sum of their parts. In roleplaying games, these things are a bit trickier to coordinate, but tips for running horror games often include dimming the lights or playing by candlelight and putting on mood music—or better yet, using sound files or an app to trigger sound effects at the right moments to really make an impact. Those things can be effective, but they can also it hard to see the dice, see your character sheet, or read rulebooks. In addition, unless the music is simply atmospheric, it can include musical cues that occur at the wrong time and disrupt the flow of scenes. Which is not to say these devices can't add a little flavor, but don't rely on them alone to make your horror game scary.

The best tool you have to build tension is "buy in." If you and the other players can come to the table with the understanding that you all *want* to be frightened. This can be difficult to maintain every minute of game night, but understanding that your characters are in a horror story, that things might scare them, and that they should react

appropriately goes a long way towards making the story scarier. If, in the case of *Curse of Strahd*, you're running a fantasy game with lots of horror conventions layered on top, it can be tricky to play scared. The reason for this is because in fantasy games you typically play a super-competent hero, while in horror games your hero should feel overwhelmed and at a disadvantage. Those two things don't play well together and the first thing most players think when their fantasy hero sees a zombie is, "If I hit it hard enough, it will fall down." Whereas, when a hero in a horror game sees a zombie, the player should feel tense because they don't know if the zombie can be killed easily or if it's a deadly threat. Resolving to have your character react in a more "horror" way will go a long way toward making your horror-themed way more satisfying.

One thing to remember when playing in a horror game is that by having your character run away, or react differently than you might have it do normally, is that by doing so you're not "losing the game." Players in roleplaying games hate, hate, *hate* to lose. They hate to be defeated, killed, locked up, or admit defeat by running away. And to a lot of players reacting sub-optimally feels like losing. In the horror genre, it's acceptable to run away—you are after all facing terrible, undead monsters who want to eat your soul. A little irrational fear is warranted. When you have your character react in such a way, you're not losing, you're playing differently and allowing the other players to enjoy your fear and giving the gamemaster a chance to set up an even cooler encounter.

RUNNING ESPIONAGE

Spy movies and shows are a lot of fun. They're filled with lots of henchmen to get in the way of suave, rugged heroes, with missions that revolve around rescuing someone or stealing (or recovering) stolen information that can be turned to evil devices. Anyone familiar with the *James Bond* movies or the *Alias* TV show should recognize these tropes along with the following:

- Secrets, within secrets, within secrets...
- Organizations arrayed against each other, one acting as protector and one as aggressor.
- Betrayal is inevitable and comes from unexpected quarters.
- The villains are truly evil and have mad schemes to upset the status quo.
- Roleplaying scenes carry as much weight as action scenes because you learn new information.

In many ways, a typical espionage game is very similar to your standard fantasy game. None of the tropes listed above is out of place in a fantasy game or novel. The keys to making your game feel like it's a spy game is to concentrate on secrets, uncovering information, infiltration over combat, and cool set-piece battles that make the heroes look awesome—especially at the climax of the story when the heroes have to make a final push to crush their enemies' plans.

As with horror games, players need to change their approach in spy games. Instead of kicking in the door and killing everyone in sight until they find the character they were sent to rescue, characters in an espionage-style game should sneak in, removing only those threats they have to confront directly, and extract the person they were sent to get. Sure, things will go wrong somewhere along the way and descend into a battle, but even then the players' goal should be to escape, not kill everybody in the place.



DESCRIPTION IS YOUR FRIEND

The most important tip when running any genre of game that's different than what you normally play is to use description well. Don't overload players with pointless and useless information, but don't be afraid to add touches of narration that add to the overall feel of the game. Think you can gross the players out with some added details about flies excitedly feeding on blood-covered earth? Go for it! It's details like that that make scenes feel more real and disturbing. That's exactly the sort of thing you want to give your players!

GAME ON

Take a look at all of the roleplaying games and supplements offered this month and see what interests you. If you can, check out a new game and see if your friends are interested in playing in a different setting or different genre. It's just as fun to change up the RPGs you've been playing as it is to try out different board games. You may find a new favorite!

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Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, has been the *Mutants & Masterminds* game developer for *Green Ronin* since 2008, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington with his wife and a mean cat.

FURY OF DRACULA (FFG VA31)

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman

 12 & Up	 2 - 5 Players
 120 - 180 Minutes	 \$59.95

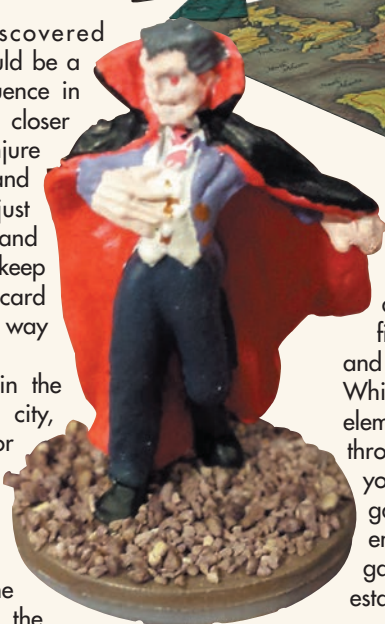
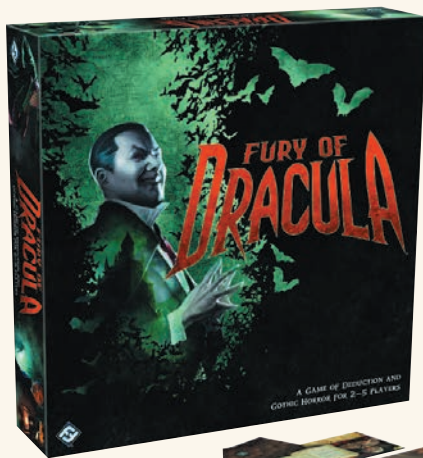
Fury of Dracula is one of those games that has always been spoken of with a certain level of reverence and mystery. First published by Games Workshop in the '80s, then reprinted by Fantasy Flight Games over 10 years ago, it shortly became unavailable and passed into gaming legend. A one-versus-all game, in which four intrepid hunters stalk across Europe in pursuit of Dracula before he can bring his schemes to fruition, it has been virtually impossible to find on the secondary market for nearly a decade. Until now. Late last year, FFG published a *Third Edition* of the cult classic, retuned and improved.

In *Fury*, up to four players take on the roles of the hunters from Bram Stoker's novel, while a fifth plays Dracula. Each day, the hunters can take actions such as supplying, purchasing train tickets, resting, or traveling (by road, sea, or rail). Each night, they may take any action except traveling; however, supplying at night carries an element of risk, because the event card you draw to help the party may be a Dracula event in disguise, giving him powerful advantages. Then, Dracula gets to take his turn.

Dracula moves by placing a location card face down in a queue – either a city adjacent to his current location, or a sea card (with different backs) to show that he has taken to the waves. When he plays a city, he adds an encounter for the heroes to face when they finally cross his path... or to present them with a new threat if it matures by going undiscovered for long enough. This encounter could be a new vampire, raising Dracula's influence in Europe and bringing him that much closer to winning; wolves, to attack and injure the hunters; bats to hinder them and send them down false paths; or even just a hoax, causing the hunters delay and frustration. Dracula must always keep moving every turn, placing a new card down on the queue as he makes his way across Europe.

When a hunter reaches a city in the queue, Dracula must reveal that city, showing how recently he was there (or if he's still there right now!), which tells the hunters how far he could have gone since then. Dracula can also choose to reveal the encounter, ambushing the hunters with it; or he can save the encounter, allowing the hunters to decide whether to search for it in the city (possibly killing a new vampire before it can mature) or leave it because they think it's a trap.

When a hunter does finally reach Dracula's current hideout, combat will ensue in the following dawn or dusk. Combat has been streamlined from the previous editions, and consists of blind bidding a single card from the hand of each combatant. Dracula has numerous powers to choose from, and must use the information he has managed to glean from previous combats and from the hunters to choose a power that won't be counteracted by a hunter's weapon. An unarmed hunter is forced to choose between the basic Punch, Dodge, and Escape combat cards, and will not survive long against Dracula. An armed hunter, however, can put the serious hurt on Dracula with a Pistol loaded with Silver Bullets; survive a bite attempt with Garlic; or use a Knife to keep Dracula from escaping in bat form. Things get especially dicey for Dracula if he's forced into a combat with multiple hunters, as he can only engage one at a time, while they can gang up on him. Dracula's best bet in a fight with multiple armed hunters is to escape...but he's proud. The longer the game has been going, the longer Dracula must stay in the fight to avoid losing face in front of these mere mortals. If Dracula survives long enough, he will eventually cause enough despair in Europe to start racking up his influence and win the game. The hunters win if they can kill him before this happens.



Fury of Dracula has a lot of components, including a ton of item and event cards, power cards for Dracula, and a whole deck of locations for him to use as he evades the hunters. The five plastic miniatures of the hunters and Dracula are beautiful, and a slew of paint jobs by fans are already easily findable online. While playing as Dracula is a ton of fun, there are definitely fiddly elements to it, and if you plan to do so, we suggest watching a play-through video before you do. Even then, however, you can expect your first game to last well over 3-hours; even once you know the game, a session can be expected to run 2-3 hours, but they're very enjoyable ones. One play will have you understanding how this game is such a cult classic and perennial favorite among new and established fans alike.

...

Eric and Rob are your friends, and friends don't let friends play bad games.



ELK FEST (MFG 4114)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

 8 & Up	 2
 10 - 15 Minutes	 \$20.00

their elk toward the other player's riverbank. Whoever gets their hoofs on the other player's riverbank first wins the game! We played twice and both times Phil came out victorious.

WAS THIS GAME EASY TO LEARN?

This game is extremely easy to learn, yet can be challenging to play! When we first opened the box and saw literally 10 wooden pieces and read the rules, we were uncertain if we'd like it. Well, once we started playing, we determined that "YES!" we did enjoy it, and laughed the whole time — after all, half the fun of playing any game is having a good time!

HOW IS IT PLAYED?

Each player is given a wooden elk piece and a riverbank piece. Each elk stands upon their riverbank to start the game, and each player is at the opposite end of the table with their elk (you determine how far apart the elks should start). The further apart they are, the longer the game can take. The river is between the two (basically, the table is the river).



Sound easy? Not so much! Sometime our flicks were too powerful and the river stones would go too far, or would whack an elk off the stones or knock the river stones off the table — hence why we laughed so much while playing it! Even though each player starts with three river stones, after that player has flicked each one of them once you can then flick any river stone in play. Also on your turn, you can move the elk as long as there are stones he can reach to move.

If you flick a stone that knocks the elk into the river you now have a "Wet Moose" — if that happens, you replace the moose where he was and the stone that was flicked to the original position (which is sometimes hard to remember). Your turn ends immediately and your opponent gets to do three flicks his next turn. If your river stone

flicks off the table that is considered over the falls! That stone is then placed back next to your riverbank, your turn ends, and the opponent gets three flicks next turn. So, you can imagine you move around a lot in this game as well!

HOW WAS THE TIMING OF THE GAME?

It really depends on how far apart you start and how many times your moose falls and stones tumble off the table. Both games we played, though, took less than 20-minutes.

What is also nice about this game is that it's portable — you can toss the pieces in a dice bag and tote it with you on vacation or to a friend's house. So let the flicking (and the laughing) begin!

If you are looking for more game reviews for two players, check out our show on YouTube — Table for Two Show — you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

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Players are then given three river stones that are placed next to their riverbank. Now, get your fingers ready because the "flicking" is about to begin (and, ultimately, the laughter)!

Each player "flicks" two river stones per turn to try to get them in front of their elk to start moving



Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!



CAMEL UP: SUPERCUP EXPANSION (ZMG 71481)

From Z-man Games, reviewed by John Kaufeld

 6 & Up	 2 - 10 Players
 30 - 60 Minutes	 \$29.99

Brace yourself: Camel racing is about to get bigger, faster, and a lot wilder.

Camel Up: Supercup is a delightful collection of four mini expansions that address some of the original game's minor shortcomings by making the races longer, more competitive, and seasoned with more player choices and interaction.

First, *Supercup* adds pieces for two more players, bringing the total number of players to 10. That puts *Camel Up* into a sweet spot for entertaining at a party or gamer gathering. Before playing with that many people, though, make sure everybody knows how to play. The pace of the game can slow to a crawl if players don't understand their options.

In the rules, the modules have the clever names *Module 1*, *Module 2*, and so on, but they also have a friendly short description of what each one's about: Extended race track and supporting dice, photographer and camera, position bets, and betting partnerships.

BIGGER TRACK, MORE DICE (MODULE 1)

The first module you'll want to use extends the race track and adds a new type of dice to the game. I highly recommend making this module part of your regular game setup. It adds a lot to the game and, more importantly, it doesn't break anything in the process.

To include this expansion, start by placing the expansion board over the last row of original track spaces (spaces 7-11) so it covers them completely. The new board adds four spaces to the race, making the race a little longer and giving the players more options for where to put their desert tiles (as well as the new photographer tile).

The board also includes a space for the Supporting Dice platform and the five Supporting Dice. These dice come into play once per leg.

When you refill the pyramid with dice at the end of a leg, you also include the Supporting Die for the camel currently in last place. That means the last place camel will move twice during the next leg, giving it a chance to catch up.

The extra die can wreak havoc on the players' betting plans, but in a fun way. The rules also include an option to make things even crazier by adding a supporting die for any camel as a player action. (but try it the normal way before getting too wild.)



TAKING PICTURES, EARNING MONEY (MODULE 2)

The Photographer and Camera module adds a new action to each leg: Become the Photographer. This gives players another way to earn Egyptian Pounds (victory points), plus it gives you an incredibly cute, old-time camera to assemble.

When you use this action during a leg of the race, you take the photographer tile to show that you're the photographer, then you place the camera next to a space on the board.

If a camel unit ends its movement in front of the camera (on the space that the camera is facing), the photographer earns one victory point for each camel in the unit. Four camels stacked up means a payout of four victory points.

The photographer returns the tile and the camera to supply after successfully taking a photo or if the leg ends.



BETTING ON POSITIONS (MODULE 3)

The Position Bets module adds a total of nine tiles to the game: Five more low-payout betting tiles (one for each camel) and four new position betting tiles.

The spare standard betting tiles give players an extra chance to put their money on a particular camel, which is great if you have a lot of players around the table.

Those tiles also work with the new position betting tiles. To make a position bet, the player claims a normal betting tile from the bottom of any camel's stack, then places a position tile so it covers the payout info on the betting tile. This changes the tile's bet from the first place position into a bet on second through fifth.

Yeah, it adds a whole new level of crazy to the betting system, especially with a lot of players. Even if you miss the high-value betting tiles for a particular leg, you can still make money by betting on the other four camels. Sweet!

SHARING SOMEONE'S BET (MODULE 4)

I feel like you should read this part of the review while hearing the text in a movie-Mafia accent. "You 'n me, we're gunna be pahdnahs now. You make money, we both make money. Capiche?"

The Betting Partnerships module fixes a serious problem with games of *Camel Up* that involve lots of players, namely six or more. In bigger games, all of the high-value betting action can happen when the turn order is on the opposite side of the table, cutting half of the players completely out of the fun.

As the name suggests, this module lets you 'make someone an offer they can't refuse' by partnering in their bets for a specific leg of the race.

At the end of the leg, the player sharing the bet has the option of receiving the same payout as any one betting tile belonging to their partner. The best part? Getting the payout is completely optional. If your betting partner only had losing betting tiles, the partner simply chooses not to exercise their ability. (See? Adding a movie-mafia voice makes sense, since your pahdnah never comes up short, even if your bets all go wrong).

YOU REALLY NEED THIS

The four expansions in *Supercup* makes a great game even better than it was before. If you own *Camel Up*, you need this expansion.

If you don't own *Camel Up*, you still need the expansion, but you also have to pick up the base game. (Sorry... expansions only take you so far on their own.)

Have fun at the races — and may your camels always end up atop the stack, my friends.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).

FLOCK (AEG 5841)

From Alderac Entertainment Group, reviewed by Rebecca Kaufeld

 14 & Up	 2 - 5 Players
 30 - 45 Minutes	 \$29.99

A good flock takes care of each other. They nest, feed, and lay eggs; they hatch young ones and move together, from one place to the next. They settle and preen, chirp and whistle back and forth, and when they fly... they fly together. As the head of a flock, it's your turn to make sure the birds are cared for; by supplying plenty of nests, worms, and eggs, your flock has the chance to become the largest one of all! Are you up for the challenge?

Flock, the latest addition to AEG's line, gives players the chance to see life from a bird's eye view. Life in the flock is simple: feed, nest, lay eggs, and hatch them. Sometimes the young ones get a bit puffed up, but a quick lesson in leadership usually reminds them who's really in charge. However, they're not the only ones vying for dominance: the area is shared by several kinds of birds, all of whom want the best for their own flock. Every leader knows how to ruffle some feathers, but staying in charge will be a challenge; after all, taking care of the flock while staying on top will be harder than it seems!

Each player begins with a small flock of three birds. These birds act as action markers for the five actions available: Feeding, Nesting, Laying, Hatching, and Dominance. Each action gives a resource depending on how many birds from your flock land on it. For example, if one bird decides to Feed, it finds one worm, but two Feeding birds bring back three worms. Likewise, one Nesting bird earns one nest, but two Nesting birds can build three nests at a time.

Once your flock has started earning resources, players can choose to spend those resources to make their flocks bigger. For example, Laying requires at least one bird and one nest to create an egg, or two birds and two nests to create three eggs. Similarly, Hatching requires one bird, one worm, and an egg to create another bird, or two birds, three worms, and three eggs to welcome three birds to the flock. By adding more birds to their pools, players can compete to stay the biggest flock in the area – but any player with Dominance can soon overrule the others.

Dominance is a special action, and changes the flock hierarchy and turn order. For example, when the game begins, the player who woke up the earliest is deemed the first player. When resolving any kind of tie, the first player's flock comes out on top of the pecking order. Dominance allows another player to swoop in and try to insert their own flock as the new leaders... but like everything, it'll take more than moving a few birds to shake things up. In the two-player version, when Dominance is triggered, the player with the most birds on the card moves to the top of the pecking order (and forces the other players down a level to allow some room for the new leaders). Then, any other birds on the Dominance tile relocate to a different action card, and have the opportunity to bounce another player's bird back to their pool – truly a move of feathery revenge. In a four or five player game, the newly demoted second leader can either stake their claim on the second space on the initiative track and withdraw



their birds, or relocate their flock to a different action as described above.

So, short recap: move birds to action cards, and they bring back worms, nests, and eggs, which you can use on other action cards to create more birds and grow your flock. You can also stage a coup with Dominance and move in as the new top of the pecking order, causing a bit of feathery madness.

That's great and all, but when does the madness end?

As with most things that involve a pecking order, each round ends with a competition. When the Competition tile is activated, players have two main opportunities for victory points: having the highest (or second-highest) number of birds on a tile, and number of birds in their personal pool. However, keep in mind that the flock has to be taken care of,

and before any points can be awarded for your birds, you have to feed and house them: each bird requires a nest and a worm to feel loved. Without those two things, they fly away to find a new flock, and cannot be counted towards your score. And the highest score wins the game!

In all, *Flock* will be an excellent addition to any gaming collection. Complex strategy creates a delightful counterpoint to the apparent simplicity of the game; with six main cards, piles of bird meeples for each player, and nests, worms, eggs, and a sun token to track the rounds, it has the all the ingredients and gameplay for a pleasant flight. Keep an eye on your resources and take care of your flock; with a steady leader like you, they'll be soaring in no time.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.

TAIL FEATHERS (ZMG PHG11500)

From Plaid Hat Games, reviewed by Thomas Riccardi

 9 & Up	 2 & Up
 60 - 90 Minutes	 \$69.99

The land of Meanderfield has been quiet for some time now as the mice have lived in their settlement peacefully without any reprisal from the rats. However, unknown to the mice, the rats have made a pact with some of the vicious hunting birds to wipe out the mice once and for all. Facing extinction, the Downwood Militia rise up and ally themselves with blue jays and starlings to defend their lives and their home. Will the mice succeed, or will they succumb to the vermin that threaten their way of life? Battle in the skies and on the ground in Plaid Hat Games' *Tail Feathers*, set in the world of *Mice and Mystics*!

When you open the box the first thing you realize is that you have gotten more than your money's worth. It's jam-packed with cards, dice, and cardboard cutouts that represent the trees that are on the battlefield. But the shining star of this game has to be the miniatures as *Tail Feathers* comes with **23 miniatures in total!** There are 13 ground troops, five birds, and five daring pilots.

The bird miniatures are mounted on poseable stands and can be tilted left, right, and center, which actually comes into play during the game. The amount of detail crafted into each figure is astounding! The miniatures are cast in plastic and can easily be primed and painted.

Also included is a "twig" used as a guide for showing distance on the battlefield. For example, the entire twig would be considered a long distance, while the end of the twig would be deemed short. This is a fun and thematic way to measure out distances instead of using something conventional like a ruler, and it keeps with the spirit of the game nicely. The rulebook explains the basics on how to play this miniature skirmish game: each round is divided into four segments which are the **Mission Phase**, **Tilt Phase**, **Activation Phase**, and the **Final Phase**.

- The **Mission Phase** is where players send out ground figures to go on various types of missions.
- The **Tilt Phase** brings the bird-mounted units either into play or controlling their tilt. Tilt-ing the birds determines which direction they move, which can be important in either taking on another airborne enemy or engaging troops on the ground.
- The **Activation Phase** allows units to be brought into play in the battlefield. Players can move their units (both on the ground and in the air), scurry away from the action, or attack an enemy unit. Conflicts are resolved by rolling dice and comparing the results (for example, if an attacker rolls a sword and the defender rolls a shield, then the defender will take a wound, unless you roll a shield that would block the hit). You may also roll "Cheese Icons" during this phase; Cheese can be used with certain actions or a Full Cheese Wheel can revive a unit!



- The **Final Phase** includes reinforcing, resolving the missions that occurred in the Mission Phase, and refreshing action cards into your hand.

Players win the game by either destroying your opponent's nest or by resolving the victory conditions of that scenario. *Tail Feathers* comes with a scenario book, as well, that details four scenarios that can be played separately or strung together to engage in a longer campaign. Also included are campaign rules revealing how characters can advance and grow stronger between battles. There's also a section on how to create your own custom scenario. You can even go to the Plaid Hat Games website and download more scenarios, and even a unique Pilot, as well!

Another interesting aspect about *Tail Feathers* is, while it can be played as a standalone game, it can also be combined with *Mice and Mystics - Sorrow and Remembrance!* Imagine the adventures you can have by joining *Tail Feathers* with the other expansions in the *Mice and Mystics* universe.

With high quality miniatures, fast-paced rules, and crossover appeal, *Tail Feathers* will charm both veteran players of *Mice and Mystics* and avid, new fans. For more information on this and other products, head over to www.PlaidHatGames.com and get ready to take to the skies!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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